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"HERE'S WHERE THE FUN BEGINS!"

You hold in your hands the first edition of the all-new *Star Wars Insider*. Yep, it's all change on the *Star Wars Insider* publishing front once more – but you're interested in what's between the covers, right?

US readers will notice a fairly dramatic change in the look of the magazine, but you'll hopefully discover that *Insider* is still full of the same *Star Wars* goodies as before. For UK readers, things might seem somewhat familiar, albeit with a new American twang...

For those who don't know, Titan Magazines is the premier worldwide publisher of officially licensed film and TV tie-in magazines. We've over 12 years experience of working on big name properties which, alongside Lucasfilm and *Star Wars*, have included *Star Trek*, *The X-Files*, *Buffy the Vampire Slayer*, *Stargate* and many more, including non-sci-fi properties like *Grey's Anatomy* and *Prison Break*. We've published the UK edition of *Star Wars Insider* for over a decade, and we're now bringing that expertise and enthusiasm to a worldwide *Star Wars* audience.

In this issue you'll find the same content you're used to, just in a slightly different order and with a dramatic new look. From the epic feature on the ground-breaking and much anticipated new *Star Wars* videogame *The Force Unleashed* to the first batch of 100 facts about the original *Star Wars* that we hope are new to you (or if not, at least quirky and entertaining), our features cover the entire *Star Wars* saga, classic and new.

In addition, the regular departments cover all that's exciting in the worlds of *Star Wars*, from novels, comics, toys and collectibles, to international curiosities and fan-made clothing, as well as exploring the wider worlds of *Star Wars* beyond the movies!

There may never be another *Star Wars* film, but as a quick glance at this issue of *Star Wars Insider* reveals, *Star Wars* is very much alive. From the line-up at Celebration IV to unseen storyboards from the 1977 original, you can get your *Star Wars* fix right here, every two months. We've got some big plans for future issues...

BRIAN J. ROBB
EDITOR

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COM-SCAN



THE LATEST NEWS AND INFORMATION FROM THE STAR WARS UNIVERSE



Pictured with George Lucas and some of the awards ILM has won are Hal Hickel, John Knoll, Mich Chau (LFL President) and Chrissy England (ILM President).

ILM PIRATES SCOOP OSCAR GLORY!

STAR WARS' JOHN KNOLL AND HAL HICKEL WIN



Industrial Light & Magic's John Knoll and Hal Hickel won the 2007 Oscar for Best Achievement in Visual Effects for their work on *Pirates of the Caribbean: Dead Man's Chest*. ILM was also nominated for work on the film *Poselidon*.

JOHN KNOLL'S ACCEPTANCE SPEECH

(Responding to Ellen DeGeneres' jokey introduction...)

"You know the naysayers said that four blind kids from the Bronx couldn't make it in visual effects, but here we are. First, I've got to thank Jerry Bruckheimer for entrusting us with this great, big project. Thanks to Gore Verbinski. Your vast imagination, your humor, your tireless work ethic - that's why we're up here. Thank you. Bill Nighy, thanks for being such a wonderful partner in creating this character. Sorry about the deeply embarrassing computer pajamas, but we think it was worth it. And thanks to the crew."

ILM was nominated in 2004 for its work on the first *Pirates of the Caribbean* adventure *The Black Pearl* and since 2000 ILM had been nominated for work on *Star Wars: Episode II Attack of the Clones* in 2002 and *Star Wars: Episode I The Phantom Menace* in 1999, among other recent movies.

John Knoll, along with his brother Thomas, developed the first versions of the image-manipulation program Photoshop in the early 1990s before working as visual effects supervisor on the *Star Wars* Trilogy Special Editions in 1997 and the prequel trilogy (1999-2005).

He can be seen in brief cameo roles in *The Phantom Menace* as Lt. Rya Kirsch (Bravo 4) and *Revenge of the Sith* (Fire Ship Pilot) and in 2005 co-wrote *Creating the Worlds of Star Wars: 365 Days*. Hickel was lead animator on Episode I and

animation supervisor on Episode II, among his other work for ILM.

The nominations mark the 37th and 38th nominations in ILM's history and the 36th and 37th nominations for Skywalker Sound, which was nominated for Best Achievement in Sound Editing and Best Achievement in Sound Mixing, also for *Pirates of the Caribbean: Dead Man's Chest*. This is the second year in a row that ILM has received two of the three nominations for Best Visual Effects.

A look behind the scenes at how the award winning effects were created can be found at www.ilm.com/theshow/

Also present at the Oscars was *Star Wars* creator George Lucas, who joined Steven Spielberg and Francis Ford Coppola to present Martin Scorsese with the Best Director Oscar for his gritty crime thriller *The Departed*. 🍷

JEDI MASTER'S NEW LOOK REVEALED!



"STAR WARS IS NOT DEAD!" — GEORGE LUCAS

With production now well underway, here is the first glimpse of Yoda as he will be seen in the forthcoming *Clone Wars* animated *Star Wars* TV series that takes place between Episode II and Episode III.

Anakin, Obi-Wan, Count Dooku, Palpatine and General Grievous are expected to join the Jedi Master in what will be a unique style of dimensional 3D animation. The series' primary production will take place at the Lucasfilm animation facilities in California and Singapore with an insider revealing that, "A large component of the future of *Star Wars* and Lucasfilm is digital animation."

Bail Currey, the Vice President and General Manager of Lucasfilm Animation, has stated that she felt the early treatments for the series were amazing, and that she couldn't wait to share it with *Star Wars* fans.

At a press conference for *Revenge of the Sith* in 2005, Frank Oz confirmed that he is involved with the series, with many other actors from the films expected to lend their voices to the project.

Animation director Rob Coleman, speaking at Imagina 2007, has stated that there are currently 15 episodes in various stages of production with almost two episodes fully completed, adding, "They're looking fabulous, they're looking great...."

Coleman confirmed that he will direct five of the first 26 episodes and that "Our stuff

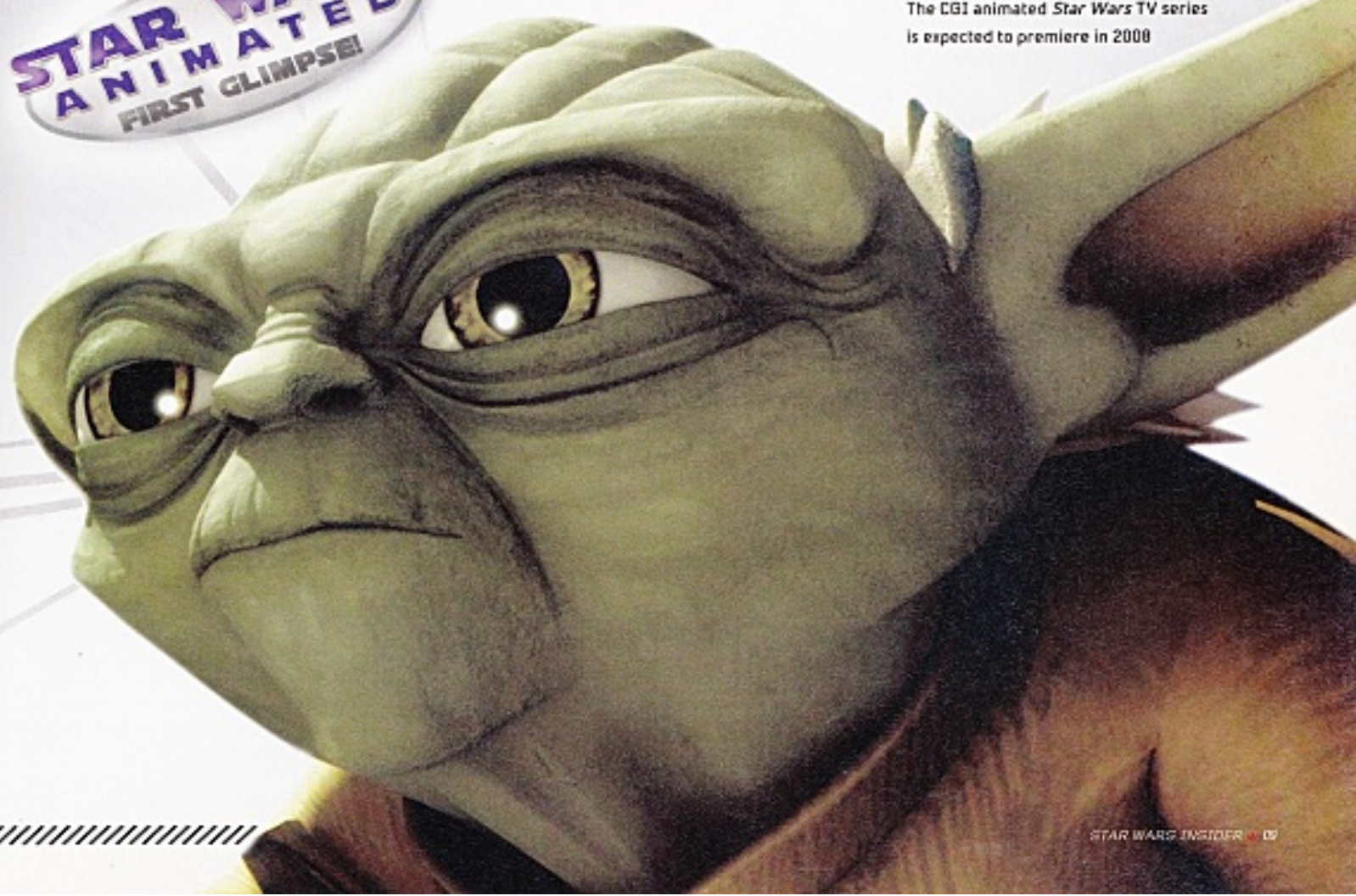
is incredible compared to what's out there.... Some licensees have viewed footage and the reaction has been very positive."

George Lucas, speaking at the 24th Annual William S. Paley Television Festival, commented on the show stating that the animated series will feature Osoka, a new young female Padawan character and he speculated that an appearance from a young Boba Fett is possible. He also stated that the plan was for the show to run to 100 episodes. "Star Wars is not dead," said Lucas promising that the next couple of years would be particularly exciting.

When asked about a continuation of the saga on the big screen with Episodes VII, VIII, and IX, Lucas confirmed that the story of the Skywalkers has been completed. 🍌

The CGI animated *Star Wars* TV series is expected to premiere in 2008

**STAR WARS
ANIMATED**
FIRST GLIMPSE!



FEEL THE FABRIC!

THREADS FROM A GALAXY FAR, FAR AWAY GO UNDER THE HAMMER!



THE LOTS SOLD INCLUDED:
(ALL FROM STAR WARS, 1977)

Rebel blockade runner crew shirt	£2,600
Rebel commander's jacket	£6,800
Snaggletooth's trousers	£900
Imperial commander's uniform	£7,500
Obi-Wan Kenobi cloak	£54,000



London auctioneers Bonhams have sold one of the cloaks said to have been worn by Sir Alec Guinness in his iconic role as Obi-Wan Kenobi in *Star Wars: Episode IV* for £54,000 after initial estimates placed its value at £40,000. Although the purchaser's name has not been disclosed, the Jedi robe was the subject of a frantic battle by two telephone bidders.

Guinness, who died in 2000, was not the only one said to have worn the garment. The cloak went missing for three decades, during which time it was loaned to other film projects including *The Mummy* in 1999, and was even hired out as fancy dress! Lucasfilm still owns at least one of the original Obi-Wan cloaks.

Consultant Adrian Cowdry who amassed the items for the sale, which included outfits worn by Harrison Ford and Sean Connery from *Indiana Jones and the Last Crusade*, explained the background of the sale: "The main reason that this has come about is because of the story behind Alec Guinness' Obi-Wan Kenobi cloak from the original *Star Wars* film. For years, it was being rented out to party-goers as a monk's costume. When the costume house, Angels, realized that it was worth something as film history, they decided to give the people who really love these pieces the opportunity to own them.

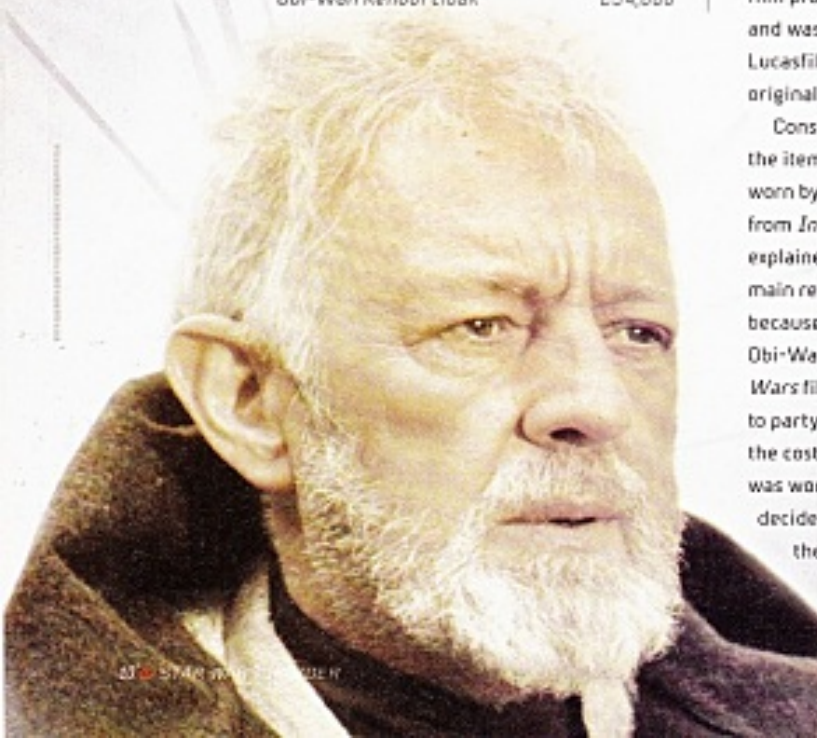
"So, for the last few months, I've been going back and forth in their aircraft hangar-sized warehouse in Hendon, North London trying to find and authenticate things. Thankfully, most of them have got labels inside, saying who wore them, on what production and when. Obviously, that's your best provenance straight away, but some items don't have labels, like the Imperial Commander's uniform from *Star Wars* that we've got in this sale. For that, I had to get John Mollo, who designed the costumes for *Star Wars*, to come in and take a look at it himself.

"As soon as he saw it, he knew it was his handiwork. Then he had a look around and picked out four more *Star Wars* pieces as well! We doubled up the sale by going through that process with other people. The stuff was still what we call 'in population'. It just needed someone to take a look and recognize it for what it was."

☛ DID YOU BID?

Are you now the proud owner of Snaggletooth's trousers? Have you been striking fear into the hearts of your colleagues by wearing your newly acquired Imperial Commander's uniform to work? Is Obi-Wan's cloak going to be keeping you warm this winter?

Let us know if you were one of the lucky bidders in the auction... Write to the address on page 7 and tell us your story!





LEIA LEADS LUST LIST!

Carrie Fisher's portrayal of Princess Leia has topped a recent Maxim.com Hit-List for Hottest Comic Book/Sci-Fi Character.

The poll, conducted by the men's magazine, named Leia above popular icons such as Gillian Anderson's Dana Scully from *The X-Files* and *The Matrix*'s Trinity, as played by Carrie Ann Moss.

THE FULL LIST READS:

- | | |
|-------------------------------|--------------------------------------|
| 1. CARRIE FISHER | (PRINCESS LEIA - STAR WARS) |
| 2. GILLIAN ANDERSON | (DANA SCULLY - THE X-FILES) |
| 3. CARRIE-ANNE MOSS | (TRINITY - THE MATRIX) |
| 4. GRACE PARK | (BOOMER - BATTLESTAR GALACTICA) |
| 5. LARA CROFT | (TOMB RAIDER) |
| 6. FAMKE JANSSEN | (JEAN GREY - X-MEN) |
| 7. JERI RYAN | (SEVEN OF NINE - STAR TREK: VOYAGER) |
| 8. AEON FLUX | (ANIMATED CHARACTER) |
| 9. JENNIFER GARNER | (SYDNEY BRISTOW - ALIAS) |
| 10. NATASHA HENSTRIDGE | (SIL - SPECIES) |

INDIANA JONES

INDIANA SET TO RIDE AGAIN

INDIANA JONES IV STARTS PRODUCTION IN JUNE

In a long-awaited announcement, George Lucas and Steven Spielberg have confirmed that the fourth installment of Indiana Jones will begin production in June 2007. Harrison Ford returns in his role as the daring Dr. Jones for the new adventure. The film will be produced by Lucasfilm Ltd., directed by Steven Spielberg and released by Paramount Pictures throughout the world on Thursday, May 22, 2008. The screenplay has been written by David Koepp.

Spielberg states "George, Harrison and I are all very excited. We feel that the script was well worth the wait. We hope it delivers everything you'd expect from our history with Indiana Jones."

The film will be produced by Frank Marshall with George Lucas and Kathy Kennedy as executive producers. "Working with Steven, Frank, Kathy and the Indy crew is like working with family," states Lucas. "These films are such great fun to make. I'm looking forward to reuniting with the team and starting this new journey."

The film has plenty of action in store for the rogue archeologist. Harrison Ford comments: "I'm delighted to be back in business with my old friends. I don't know if the pants still fit but I know the hat will."


The film will be shot on undisclosed locations around the world as well as in the United States.

For more than 25 years, audiences have been enraptured by the exploits of Indiana Jones. The film trilogy – *Raiders of the Lost Ark*, *Indiana Jones and the Temple of Doom*, and *Indiana Jones and the Last Crusade* – garnered 14 Academy Award nominations, won seven Oscars, and grossed over \$1,182,000,000 at the box office. The Indiana Jones movies are among the most popular films ever made and have become a legendary part of film history.

Open The Indy Vault on page 72!
Star Wars Insider will be covering the new Indiana Jones movie in future issues...



SITH IN LIGHTS?

Star Wars Insider's design droid K-BARR (known to us as Karl) spotted this 'revelation' of Darth Vader's true allegiance while searching through images for our feature on *A New Hope*. Is Vader really advertising where his sympathies lie in lights? Why hasn't anyone noticed? We guess Leia had other things on her mind... 

BLASTER

ALL THE LATEST NEWS ON BOOKS, GAMES AND MUCH, MUCH MORE...

BOOK NEWS >>>

BATTLE OF MINDOR TO BE REVEALED IN STOVER'S LUKE SKYWALKER NOVEL

The Battle of Mindor is one of the great conflicts of the Galactic Civil War that has yet to be documented in a novel, but best-selling author Matthew Stover is tackling this conflict as the subject matter of his new *Star Wars* novel.


Due out in February 2008, *Luke Skywalker and the Shadows of Mindor* tells the tale of the Alliance's efforts to stop Lord Shadowspawn and his black-clad legions of shadow stormtroopers shortly after the destruction of the second Death Star. All the classic heroes return – Luke, Leia, Han, Chewie, Lando, C-3PO, R2-D2 and the pilots of Rogue Squadron – in a thrilling adventure of good versus evil, with the fledgling New Republic battling the stubborn remains of a splintering Galactic Empire.

Matthew Stover is best-known for his acclaimed novelization of *Revenge of the Sith*, and his psychologically charged and challenging *Star Wars* novels *Traitor* and *Shatterpoint*. *Luke Skywalker and the Shadows of Mindor* is due out in hardcover in February 2008 from Del Rey Books in the US and Century in the UK.

YOUNGLINGS BOOKS CODED FOR NEW DORLING KINDERSLEY READERS

Dorling Kindersley has been producing *Star Wars* books for fans of all ages, and this fall sees the release of several publications for the younger Padawan set. Their OK Readers series combines stunning photographs with lively illustrations and engaging age-appropriate stories in a multi-level reading program. Each book is coded with a number and a key describing the difficulty level of the book.

Coming in September are *I Want to Be a Jedi* by Simon Beecroft, coded at level 3 for kids who can read alone, and *Beware the Dark Side*, also by Beecroft, coded at level 4 for proficient readers.

In November, *Ready, Set, Podrace* comes out by Beecroft. It is level 1, for children just beginning to read. Also that month is *A Queen's Diary* by Beecroft, at level 2, for kids just starting to read alone. 

For more book reviews go to page 50



GAMES NEWS >>>

HEAD-HELD GAMES BATTLE THE EMPIRE! ORIGINAL TRILOGY GAMES FROM JAKKS PACIFIC

JAKKS Pacific and Lucasfilm have teamed up to bring fans exciting new and unique games based on the *Star Wars* original trilogy, presented in a new Millennium Falcon game controller. *Star Wars* fans will be transported back to *The Empire Strikes Back* and *Return of the Jedi* eras. Players can battle the Empire above the Moon of Endor and on the frozen world of Hoth with the four brand new games spanning the worlds of *Star Wars* Episodes V and VI.

The Plug it in & Play TV Games products are gaming systems that contain multiple games in one single controller and plug directly into the A/V jacks of any standard television.

No videogame consoles or gaming cartridges are required. The lightweight, compact, all-inclusive controller, houses a combination of video games with all of the hardware built

right into the controller. This technology allows gaming fans to enjoy a number of videogames with just one single purchase.

Star Wars Original Trilogy TV Games is the second in the *Star Wars* TV Games series. Previously *Star Wars* TV Games released five original games based on *Revenge of the Sith* including *Coruscant Assault*, *Oriovous Onslaught*, *Droid Invasion*, *Gunship Battle* and *Utapau Chase*. Players can pretend to be brave Jedi as Obi-Wan Kenobi piloting a Jedi starfighter in intense space combat, feel the Force as Anakin Skywalker fights enemy droids in lightsaber battles, take command of a Republic gunship in the Clone Wars and much more. 

The *Star Wars* TV Games are available at US retailers nationwide.



COM-SCAN EXTRA

Star Wars Celebration IV is coming to the Los Angeles Convention Center May 24 to 28, 2007. The five days of *Star Wars* fun will pivot around May 25, the actual US 30th anniversary date of the saga. Fans, stars, entertainers, and media are expected

from all over the world to celebrate all the fun that's been, and all that's still to come, for the *Star Wars* galaxy.

There is such a long, long list of *Star Wars* entertainment, celebrity appearances, fan events, exhibits, displays, special events, and activities, that we can only scratch the surface

here. *Star Wars* fans will not want to miss this party, and this chance to share the *Star Wars* experience with their fellow fans. To learn the latest, up-to-the-minute schedule of all the fun that will be happening in almost a million square feet of *Star Wars* experience, go to <http://www.starwars.com/celebration>.

CELEBRAT

A long time ago in a galaxy far, far away...

For the first time ever in the United States, *Star Wars* fans can experience screenings of all six movies of the *Star Wars* saga. From *The Phantom Menace* to *Return of the Jedi*, fans from around the world can experience the entire saga. For details on how to get in on this once-in-a-lifetime experience, go to: www.starwars.com/celebration.



Fans should be sure not to miss the 30th Anniversary Opening Ceremonies on Friday evening, May 25. The Ceremonies will be a double celebration, officially kicking off a huge weekend of *Star Wars* fun, while commemorating the actual 30th anniversary of the first day *Star Wars* opened in theaters in 1977. Look for entertainment, guest stars, and special surprises designed just for this memorable evening.



Celebration IV will feature an archive exhibit representing 30 years of *Star Wars* movie-making. Curated by the archivists at Skywalker Ranch, the exhibit will include props, costumes, and artifacts from all six movies in a collection put together especially for this unique weekend. Fans of the movies, and fans of movie history, will not want to miss this exhibit.



The Celebration IV stages will spotlight the very best of the *Star Wars* galaxy, from fresh interviews with actors and *Star Wars* crew celebrities, live entertainment, costume and tattoo contests, film footage, to panels with *Star Wars* insiders and more. You'll find we are full of surprises. Expect the unexpected on the Celebration IV stages!

JOIN THE BIGGEST STAR WARS PARTY OF 2007!

ALL THE LATEST UPDATES ON CELEBRATION IV IN LOS ANGELES AND CELEBRATION EUROPE IN LONDON

CON IV



There's no place else to find great live *Star Wars* entertainment like the *Star Wars* Celebrations! With acts like Charlie Ross' *One Man Star Wars Trilogy* fans and families will be delighted, and applauding for more.



Bring out your Wookiees! There are not one, but two costume contests planned for *Star Wars* Celebration IV. Due to the incredible costuming talents of so many fans, the number of available slots for competitors has been increased. Even those who do not costume themselves will enjoy seeing the beautiful creations of these inspired fans.



The *Star Wars* movie saga started with rich, original ideas both for story and visual effects from young filmmaker George Lucas. At *Star Wars* Celebration IV we'll honor the innovative spirit of movie making at the all-new *Star Wars* Fan Movie Challenge. Movie makers will compete for one of the rare *Star Wars* Fan Movie trophies featuring golden droids C-3PO and R2-D2. The maker of the top movie will have the exceptional honor of receiving the George Lucas Selects trophy, chosen by the movie-maker himself. Those who enter the *Star Wars* Fan Movie Challenge and are chosen as finalists will have their movies played at *Star Wars* Celebration IV in a dedicated track each day of the show. What's more, the best movies of the competition will be recognized at the Fan Movie Challenge Ceremony, scheduled for Sunday, May 27.



Star Wars Celebration IV is a party created by *Star Wars* fans for *Star Wars* fans, and fans will play a vital role in making the 30th anniversary celebration unforgettable. The R2-D2 Builders, a group of fans who construct their own movie-real models of droids, are planning a spectacular display, as well as building panels, a parade, and the XXtreme Droid Challenge. In the Fan Fair Hall, Frank O'Farro will return with diorama building – this time the forest moon of Endor. Participants are welcome to build their own part of the diorama for free, and then can take their piece home at the end of the show. There will be a *Star Wars* tattoo exhibit, *Star Wars* cars, the Stormtrooper Olympics, and tables and displays by fan groups from all over, and more!



SHINING STARS

Celebrities from all six movies of the Star Wars saga, as well as from the Star Wars television and video game arenas will be attending Celebration IV to greet fans, take part in panels and question and answer sessions, and many will be signing autographs.

Official Pix, the licensed supplier of authentic Star Wars autographs, is expecting to bring an even larger group of celebrity guests for their Celebration Autograph Hall.

The company brought 34 guests to Celebration II, and 41 to Celebration III. Lucasfilm and Gen Con LLC have set aside an even larger area to accommodate autographs for Celebration IV.

As of press time, a number of stars had signed to appear in the Celebration Autograph Hall, with more expected. Please check www.starwars.com/celebration for the latest list, and for program and autograph hall schedules.



The original princess with an attitude, **Carrie Fisher**, is slated to appear during the show weekend at Celebration IV. Fisher, who portrayed Princess Leia Organa in the original Star Wars trilogy, will be greeting fans and signing autographs in the Celebration Autograph Hall, and is scheduled to appear on stage for an interview and a question and answer session. Best known by Star Wars fans for her role in the original trilogy, Fisher is also a successful stage, screen, and television performer, as well as a noted author and script doctor.



Anthony Daniels, the actor who has performed as the golden droid C-3PO in all six movies of the Star Wars saga, is slated to meet fans and sign autographs in the Celebration Autograph Hall all five days of the show, May 24 to 28, and is scheduled to appear on stage as well. Daniels has been part of the Star Wars saga since the beginning, and has breathed endearing humanity and humor into his well-loved, not-so-mechanical droid character.

Amy Allen: Aayla Secura, *Attack of the Clones*, and *Revenge of the Sith*.



Kenny Baker, credited as R2-D2 in all six films of the saga, *A New Hope*, *The Empire Strikes Back*, *Return of the Jedi*, *The Phantom Menace*, *Attack of the Clones*, and *Revenge of the Sith*.

Baker's performing career started at 15, and has spanned theater, film, television, ice shows, and the circus. As R2-D2, his footprints are in the cement outside the Chinese Theater in Hollywood.



Jerome Blake: Mos Amedda, *On Free Taa*, *Rune Haako*, *The Phantom Menace*, *Attack of the Clones*, and *Revenge of the Sith*.
Paul Blake: Droids, *A New Hope*.
Richard Bonehill: Snowtrooper, Rebel soldier, tauntaun, *The Empire Strikes Back*.
Michonne Bourlague: Auroa Sing, *The Phantom Menace*.
Jeremy Bulloch: Boba Fett, *The Empire Strikes Back* and *Return of the Jedi*; Captain Colton, *Revenge of the Sith*. The actor behind the most fearsome bounty hunter in the galaxy, and the one with the coolest costume, Bulloch returned to the galaxy far, far away for Episode III in a role that let his

fans see his face.

Silas Carson: Nute Gunray, Ki-Adi-Mundi, *The Phantom Menace*, *Attack of the Clones*, and *Revenge of the Sith*.

Michael Carter: Ikk Totturra, *Return of the Jedi*.

Ken Colley: Admiral Piett, *The Empire Strikes Back* and *Return of the Jedi*.

John Coppinger: Jabba the Hutt Puppeteer, *Hormy Ryder*, Senator Yana, *Return of the Jedi*.

Mike Edmonds: Logray, Ugnaught, *The Empire Strikes Back*, *Return of the Jedi*, and *The Phantom Menace*.

Garrick Hagen: Biggs Darklighter, *A New Hope*.

Julian Glover: General Veers, *The Empire Strikes Back*.

Barrie Holland: Lieutenant Renz, *Return of the Jedi*.



Gerald Home: Tessek (Squid Head), *Return of the Jedi*.
Jesse Jensen: Sanyar Tin, *Attack of the Clones*.
Zach Jensen: Kik Fisto, *Attack of the Clones*.
Nalini Krishan: Barriss Offee, *Attack of the Clones*, and *Revenge of the Sith*.
Richard LeParmentier: Admiral Motti, *A New Hope*.
Tan Lison: Wes Janson, AT-AT driver, *The Empire Strikes Back*.
Daniel Logan: Young Boba Fett, *Attack of the Clones*. Boba Fett spans the entire Star Wars saga, and started with the character as a young man, portrayed in *Attack of the Clones* by television and film actor Logan.

Peter Mayhew: Chewbacca, *A New Hope*, *The Empire Strikes Back*, *Return of the Jedi*, and *Revenge of the Sith*. Not only did Mayhew create our favorite Wookiee hero onscreen for the original trilogy, he returned to the set for *Revenge of the Sith*.

Like his onscreen character of Chewbacca, Mayhew has been a favorite in the Star Wars fan community through the years.

Shannon Mcandle: Mara Jade, *Star Wars* trading card game.

Rena Owen: Tawni, *Attack of the Clones*, and Senator Nee-Atara, *Revenge of the Sith*.

Mary Oyaya: Luminara Unduli, *Attack of the Clones*, and *Revenge of the Sith*.



Ray Park: Darth Maul, *The Phantom Menace*. The champion martial artist carried the iconic face of evil in Episode I. He also has performed in *X-Men*, *Sleepy Hollow*, and *Mortal Kombat: Annihilation*.



Bonnie Plesse: Benu Lars, *Attack of the Clones* and *Revenge of the Sith*.
David Prowse: original trilogy Darth Vader, *A New Hope*, *The Empire Strikes Back*, and *Return of the Jedi*. In addition to donning the iconic helmet and costume of Vader for the original trilogy, Prowse has appeared in many classic Hammer films and in *A Clockwork Orange*.
Mike Quinn: Hien Nuro, *Return of the Jedi*.
Tim Rose: Admiral Ackbar, *Salacious Crumb* by Scooters, *Return of the Jedi*.
George Roubicek: Commander Prui, *A New Hope*.

Alan Ruscoe: Plo Koon, Lott Dod, Daulay Dofine, *The Phantom Menace* and *Attack of the Clones*.

Andy Secombe: Watto, *The Phantom Menace* and *Attack of the Clones*.

Orli Shoshan: Shaak Ti, *Attack of the Clones* and *Revenge of the Sith*.

Bruce Spence: Tion Medon, *Revenge of the Sith*.

Bodie "Tobi" Taylor: Clone Trooper, *Attack of the Clones* and *Revenge of the Sith*.

Femi Taylor: Dola, *Return of the Jedi* and *Return of the Jedi* Special Edition.

Simon Williamson: Max Folgo, Men Calaman officer, *Return of the Jedi*.

Celebrity and crew appearances subject to change for professional and other reasons. Please consult the show schedule for the latest updates.

Don't miss the Star Wars party of a lifetime! Check out www.starwars.com/celebration. We'll see you there!

ALL SYSTEMS GO ON CELEBRATION EUROPE!

Preparations are well underway for *Star Wars Celebration Europe*, the first Lucasfilm-licensed Celebration event outside the USA. Marking the 30th anniversary of the saga, this exciting event will take place at London's ExCeL exhibition venue in the United Kingdom from July 13 to 15 2007.

News of Celebration Europe has delighted many European fans who have never before had the chance to attend a Star Wars Celebration event and enjoy all that it offers up close.

Celebration Europe will bring together the very best of all things *Star Wars* including:

- ☛ Celebrity guests from all six films
- ☛ Exhibit of original props and costumes never seen before outside the Lucasfilm Archives
- ☛ Autograph hall with one of the largest selections of Star Wars guests Europe has ever seen
- ☛ Jedi Training Arena
- ☛ Licensed artists alley with limited edition work on sale
- ☛ Jawa swap/meet trading area
- ☛ 2000 seat theatre
- ☛ Exclusive limited edition merchandise
- ☛ Costumed characters
- ☛ Droid builders room
- ☛ 'Careers in Film' Educational area
- ☛ Collecting panels
- ☛ Special screenings
- ☛ Pop culture tributes
- ...and much more to be announced as July draws nearer. To learn more go to: www.celebrationeurope.com





WORDS: PETE VILMUR & BONNIE BURTON

KOTO'S THREE DIMENSIONAL DUEL

RALPH MCQUARRIE'S CLASSIC *STAR WARS* CONCEPT ART BROUGHT TO LIFE IN 3D!



One of the most evocative of Ralph McQuarrie's early concept illustrations for *Star Wars* will soon be available as a 3D vinyl model courtesy of the masterful artisans at Kotobukiya.

The figure designs inspired by McQuarrie's 1975 depiction of a duel between Darth Vader and Luke Skywalker (or rather "Deak Starkiller") include a more lupine face mask for Vader and a "breath mask" for Deak. Early versions of the script implied that the Rebel starship's hull was breached by the Imperials to board it, releasing the pressurized atmosphere into space. As a result, both Deak and Vader were required to wear breath masks for a duel sequence. While Luke no longer required the mask after script rewrites, Vader kept his since the look so perfectly captured his sinister mystique.

As one might imagine, the translation

from 2D to 3D had its challenges. "There were many difficulties in this project, especially in making Luke," says Kotobukiya's Tomomi Iwasaki. "His figure is partially obscured in the original illustration, and we had to extrapolate much of his pose from the body language. For costume details, we gathered other reference material relating to this scene, and picked some costume styles that are commonly seen in some of the other Ralph McQuarrie concept art. Of course, we tried to include every single detail as seen in McQuarrie's original illustration as much as possible. However, it was necessary to make this sculpt with our special 'Kotobukiya interpretation' of the duel, as well as with additional guidance from Lucas Licensing. Darth Vader was much simpler for our sculptor and painters to create, as the majority of his body and costume details can easily be seen in the illustration."

In addition to the tricky sculpting, coloring the figures proved a challenge as well. "We had a hard time deciding the color of the costumes, as well as attempting to replicate the lighting style that was used on Darth Vader," continues Iwasaki. "Using the same color in the illustration did not seem to be a good idea since recreating the colors exactly might result in a limited palette, which would be incredibly boring in such a large three-dimensional sculpture."

The two figures can be displayed together, locked in the iconic pose made famous by McQuarrie's classic illustration, or separately. Together, the combined bases measure approximately 16.5 inches long, with Vader standing about 11 inches tall. The pair will be sold as a two-pack, and fans can check out Kotobukiya's official web site for product news and release updates. ☺

www.kotobukiya.com/movies/star-wars.php



SAMURAI SITH LORD

HOW VADER'S DESIGN INSPIRATION
INSPIRED THE REAL DEAL...

The signature look of the Star Wars movies has always owed a great debt to the past: the Rebel starships loosely resemble World War II aircraft, or at least "feel" like they do; the blasters are based on mid-20th Century pistols and machine guns; and the costumes are evocative of several classical styles, including the Nazi-based uniforms of the Imperial officers and a semblance of the Samurai in the costume of Darth Vader.

Japan's Yoshitoku Company recently reversed the life-to-art rule by incorporating some of the Dark Lord's costume features back into the traditional design that helped inspire it. This year, Yoshitoku will be offering a "Samurai Vader" quarter-scale costume to Japanese fans celebrating Tango no Sekku, or Japan's "Boy's Day" festival on May 5.

One tradition of Tango no Sekku includes the displaying of the Samurai

yoroi (armor) and kabuto (helmet) by a boy's family in the hopes that it will protect his spirit and ensure good health and prosperity. The yoroi and kabuto, while reduced in scale, require the same level of skill and attention to detail in their manufacture that the original full-size costumes demanded. This centuries-old craftsmanship has been kept alive in the Yoshitoku Company for the last 300 years, providing the traditional Samurai accouterments to families celebrating Japan's sons every year (Girl's Day, or Hinamatsuri, occurs on March 3, and includes the display of dolls dressed in traditional female costumes).

Opening its doors in 1711 as a shop selling toys and dolls in what is now Tokyo, Yoshitoku turned exclusively to doll manufacture after the Great Kanto Earthquake of 1923. They now enjoy the admiration of the Imperial Household Agency for the Imperial family, and >>>

even hosted a tutorial on Japanese doll manufacturing for Princess Diana when she was on a trip to Japan. According to Yoshitoku, the Samurai Vader is the first time in their history that a crossover product has been produced.

"It was challenging for us to blend an entertainment character with our traditional products," a spokesman for the company says. "However, we thought it worth doing when *Star Wars* marked its 30th anniversary." While the blending of Darth Vader with the Samurai look appears seamless in the final design, the process of reconciling the similar, but separate, looks took some doing. "Since the Vader helmet itself was originally designed in the motif of a Samurai's kabuto, it was not difficult to find the similarity. However, it took time for us to consider what to add to the costumes in order to blend the sense of *Star Wars* with the style of traditional Japanese weapons. Also, we had difficulty in making the product appear like the ancient Japanese military commanders would have worn it."

Transforming Vader into a Samurai, or a Samurai into Vader, required the integration of several design motifs that married the traditional with the fantastic. "First, we hit on the idea of adding the 'front crest', which was designed based on the Imperial Icon, to the front of the helmet," says Yoshitoku. "By adding this, the 'leader of the Imperial Army' image is emphasized, as ancient Japanese military commanders used their ancestral family emblems on their front crest. We also added a Vader-like design to the face guard (called a menpo) which features a handcrafted look as if artisans of the past had done it."

As it was important to maintain the traditional Samurai design motifs while incorporating features of Darth Vader, a specialized designer was brought in. "It required an advanced design sense," says Yoshitoku, "so we decided to ask Mr. Takayuki Takeya, who is one of the most famous sculptors in Japan, to draw the designs." According to Yoshitoku, Takeya has created several product sculptures for Bandai, a Japanese toy and model

manufacturer, and also created sculptures for *Alien* and *Predator* statues. Because he is so sought-after in Japan, Takeya was only able to provide design sketches for the Samurai Vader.

"Actual prototype production was done by Mr. Tatsushi Sato under the supervision of Mr. Noboru Kawakami (president of J.A.P. Inc., which produces silver *Star Wars* accessories in Japan)." The prototype was scanned by a 3D scanner and a rough was made with a computer-controlled cutting machine. Mr. Sato then finished the prototype by hand and Mr. Takeya himself provided the fine-tuning.

Yoshitoku likes to point out that while some of the costume's parts required state-of-the-art technology to produce, many of its components were created using ancient skills and traditional materials. "Basically, many parts of the helmet (kabuto) and armor (yoroi) are made by hand," says Yoshitoku. "The materials used for each part are similar to those that were used for the real thing. While we can mass-produce the metallic parts that can be duplicated, we still have to assemble those parts by hand. Also, many of the materials include cloth and strings that essentially have to go through the traditional production process. Many of the artisans who master these skills are over 70 years old."

In addition to the helmet and armor, the full ensemble will include a traditional bow and sword. "For the sake of safety, no real blade is attached," says Yoshitoku. "For the image of Vader's lightsaber, we made the sheath and bow in red. These (and the costume pieces) are all reduced four times (1/4 size) from its original size."

As the creation of these pieces are considered high art in Japan and require hand-crafting, they are not inexpensive. The kabuto (helmet) with bow and sword will cost about 180,000 yen (about \$1,500), while the full ensemble including the yoroi (armor), kabuto, bow, and sword will run 330,000 yen (about \$2,700). At this time, these items will only be offered in Japan. ☺

<http://www.yoshitoku.co.jp/>



SEAN LENNON

Sean Lennon was so affected by seeing *The Empire Strikes Back* that he couldn't help but test his Jedi powers as a child. "I used to stare at my mom's station wagon for hours on end trying to levitate it with my mind," the singer/songwriter laughs. "It took me some time to stop believing in the Force *literally*. In fact, I'm not sure I've really stopped. I just don't try to levitate things with my mind anymore. Well, not that often anyway."

Lennon soon began building *Star Wars* vehicles, if not telekinetically hefting them. "My favorite toy was the 1:20 scale model of the *Millennium Falcon* that I built myself over the course of a month," Lennon says. "I inhaled a lot of modeling glue as a result, but it was worth it. The cockpit opened up and you could put Han Solo in there with Princess Leia, and have them smooch and stuff. I also built Darth Vader's short range TIE fighter. If only I had kept that stuff. I'm sure they're worth millions by now."

Even though he's long since lost his *Star Wars* models, he still has quite a few impressive items in his collection. "I admit it; I still have my *Star Wars* bed sheets," Lennon says. "But that's it, I swear. Well, I also have a lightsaber that makes a humming and crackling noise when it intercepts another lightsaber. Okay fine, I have two favorite items then. But that's all! Oh, and my Darth Vader Helmet; and the Princess Leia action figure given to me by Carrie Fisher. I may have an old bounty hunter doll as well."



FAVORITE STAR WARS MEMORIES

Of the six films in the saga, *The Empire Strikes Back* remains Lennon's all-time favorite. "The scene where Yoda describes the Force to Luke is the closest thing I can remember to a religious experience in my childhood," Lennon says. "Star Wars is more than a series of films to me, it is the mythology of a generation. It is *The Iliad*, *The Odyssey*, *The Bible*, *Hamlet*, *Ulysses*, and all the other hero myths the world has ever produced. Joseph Campbell says it best in his book and interview series with Bill Moyers — *The Power of Myth* — that the *Star Wars* story is a timeless hero's journey that has been told and reinterpreted by countless generations in order to communicate important ideas about what it takes to be a human being."

"Besides being visually, technically, and aesthetically groundbreaking, the fundamental story of Luke having to face his destiny and becoming a man by destroying and thus liberating his father is universal," Lennon continues. "Han Solo in a way is an anti-hero type, but a hero as well. His journey is overcoming his selfishness and becoming a more caring person. Leia, in a way, is the only one with nothing to learn. Her story is a story of finding love, so in a way she is also transformed. Basically *Star Wars* hits every necessary plot point possible to make for a compelling and meaningful story. Despite its visual theatrics, it is at its core, story-driven."

Composer John Williams' musical score also plays a crucial role in Lennon's appreciation of the films. "The music is as important as anything else in the film," Lennon says. "The music is its own character. Whenever it appears, it creates a certain impression, and is propelling the narrative as much as anything else. I have the original soundtrack on vinyl. It is a masterpiece."

In 2006, Lennon released *Friendly Fire* — a CD/DVD that included a film of the same name written and directed by Lennon and Michele Civetta. The film comprises 10 music videos featuring music from the CD, starring Lennon, as well as actors Carrie Fisher, Devon Aoki, Asia Argento, Jordana Brewster, Lindsay Lohan, Bijou Phillips, and Harper Simon.

When Lennon wasn't on tour promoting *Friendly Fire*, he managed to catch *Revenge of the Sith*. "I saw it in a theater in upstate New York on opening night," Lennon recalls. "It's a lot easier to get tickets outside of the city, so I had the theater virtually to myself. It was the best of the prequels. And seeing Vader in the end was worth the wait."

As much as he enjoyed seeing the evolution of Darth Vader in Episode III, his favorite scenes are still from *The Empire Strikes Back*. "My favorite scene by far is Luke and Yoda on Dagobah," Lennon says. "Isn't that everyone's? Yoda demonstrates the nature of the Force, passing on his ancient wisdom. Later Luke must deal with his second mentor's death. Now he has lost his parents, Obi-Wan and Yoda. He knows the meaning of life and is ready to face his destiny. And I suppose I identify with Luke too because of his having lost his father."

For Lennon, the *Star Wars* saga will always be something special. "Star Wars as a film must be up there with *Citizen Kane* and *2001: A Space Odyssey*," Lennon says. "In as much as I aspire to make great art myself, masterworks like *Star Wars* are what we all aspire to on one level or another, whether it's music or film or painting or anything. *Star Wars* is at the core of your identity and your world view. *Star Wars* is how you see the universe — a place where fate and free will merge. It's all about the Force and navigating the dark side. You can use your life for good or for bad. It's up to you."

Check out the starwars.com *Star Wars Rocks* series for more interviews from some of your favorite bands and celebrities.

Sean Lennon





THE NEXT OFFICIAL
INSTALLMENT IN THE
STAR WARS SAGA!

UNLEASH YOUR INNER SITH!

DARE TO TAKE ON THE ROLE OF DARTH VADER'S SECRET APPRENTICE IN THE HIGHLY ANTICIPATED VIDEO GAME *STAR WARS: THE FORCE UNLEASHED* - AS THAT'S AS CLOSE AS YOU'LL GET TO BEING A REAL JEDI... OR SITH!

WORDS: FRANK PARISI



UNLEASH
YOUR INNER
SITH!



No trek through the galaxy is anything without a loyal droid sidekick to accompany you on your travels.

Imagine it's the summer of 1977. You're six years old and you're sitting next to your parents in a packed movie theater. In front of your wide eyes and blown up to awesome proportions, an old wizard says words to an idealistic farm boy that will set your imagination afire. "A young Jedi named Darth Vader... helped the Empire hunt down and destroy the Jedi Knights." Now imagine that somebody told you back then that almost 28 years later, when you're a full-grown adult, you'd sit in another packed theater seeing these very events unfold onscreen... Not only that, but what if that same person told you that a couple of years after that, not only would you see these events happen, but that you'd help make them happen? Most likely you'd look over your shoulder for the men in white suits...

However, that's exactly what LucasArts has in store for *Star Wars* fans next year with its upcoming action/adventure video game, *Star Wars: The Force Unleashed* (SW:TFU).

This is so much more than your average video game, however! Scheduled to be released in early 2008 for 'next gen' and current gaming consoles, the game promises to be significantly more than just the *Star Wars* franchise's initial foray into next-generation gaming.

This is nothing less than the next major *Star Wars* entertainment event!

The Force Unleashed is the official next chapter in the core *Star Wars* saga, with more story input from George Lucas than any previous game. With the game's release will be book and comic tie-ins, as well as a toy line from Hasbro.



This concept art shows Felucia, a lush planet full of bizarre plantlife.



BRIDGING THE SAGA

The storyline of the next *Star Wars* chapter will bridge the two film trilogies, taking place during what Obi-Wan Kenobi dubbed the 'dark times' between *Revenge of the Sith* and *A New Hope*, when the Empire is subjugating planetary systems with impunity and Darth Vader has settled into his role as a Sith Lord. You will play as a brand new character in the *Star Wars* mythos – a secret Sith apprentice of Vader's, clandestinely trained by the Dark Lord and unknown even to the Emperor. After honing your physical skills and warping your mind to the dark side of the Force, Vader has successfully forged you into a living instrument of terror and dispatches you to help exterminate the last Jedi stragglers who have remained hidden throughout the galaxy. Armed with a crimson-blade lightsaber and an uncanny mastery of the Force, you will use your skills for tracking, fighting and ultimately slaying the last remnants of the old Jedi order. And you will use a dizzying array of lightsaber skills and over-the-top Force powers.



You'll encounter Shaak Ti, who is allied with Force-wielding rancor riders.



A prominent Jedi in the Prequel Trilogy, Shaak Ti has exiled herself to the forest planet of Felucia.



Master Koon is among the Jedi who are being hunted by the Empire.



The bull rancor is even more dangerous than the one seen in *Return of the Jedi*.

Haden Blackman, Project Lead of *Star Wars: The Force Unleashed*, spent months exploring different story ideas along with a team of developers, and frequent meetings with George Lucas, before LucasArts decided upon an epic that would explore the rich potential of the years between the two film trilogies, tie them both together, and introduce a major new character to the series. "It was one of several concepts that we brainstormed internally at LucasArts. We knew that we wanted to have a main character that uses the Force, focus on the era between Episodes III and IV, and include Vader in a significant way," says Blackman. "We developed several different concepts and focus tested each. The concept that seemed to resonate the strongest, and was the team's favorite, revolved around the secret apprentice."

Since *SW:TFU's* storyline will be tightly meshed with that of the six movies, series creator George Lucas' heavy involvement with the game's direction was essential; he actively helped shape the storyline and its impact on the *Star Wars* universe – much more than on any other project in LucasArts' history. What has been most important to Lucas is that the game introduces new, compelling characters that will resonate with fans. "George provided a great deal of input on the types of

SYNERGISTIC VISIONS

With both Industrial Light & Magic and LucasArts based at Letterman Digital Arts Center in San Francisco the proximity of the two companies allows them to work jointly on certain projects. The first project to enjoy this synergy is *The Force Unleashed*. Not only will LucasArts use the same toolsets created by

ILM for films like *Pirates of the Caribbean III* in the game, but ILM technology will be used to create a number of visual effects. Among the ILM techniques will be facial animations and likeness captures, visual effects authoring, lighting, character performances, and graphics pipelines.

UNLEASH
YOUR INNER
SITH!

STAR SCRIBE

If you're a follower of LucasArts games, or the voluminous Expanded Universe for that matter, the name Haden Blackman should be a familiar one. Not only has he worked on previous *Star Wars* games such as *Galaxies* and *Starfighter*, but he's also penned numerous books and comics, including a stellar Clone Wars-era run of the comic book series, *Republic*.

He is Project Lead on *The Force Unleashed*, and is one of the game's main writers. "In comics, you basically have an unlimited budget based on the talent of the artists," he responds when asked how writing comics differs from writing games. "You can include a scene of a giant space station blowing apart, and not worry about how many animators, modelers, VFX artists, engineers, and others are required to pull it off – you're just relying on an artist, inker and colorist. In games, you can only build so many assets and sequences, and the more complex and action-oriented, the more difficult they are to achieve."

While pointing out the differences between the two media, Blackman does note a couple of similarities that demonstrate that no matter the medium, a good story is a good story. "A writer needs to be focused on economy of dialogue and to develop characters and convey critical information in as few words as possible."

characters we should include," says Blackman. "And [he] really pushed us to create new characters."

Although LucasArts is saving most surprises for closer to the game's release, we can reveal a few newcomers to the *Star Wars* saga. Joining your secret apprentice character will be Juno Eclipse, a female Imperial pilot and – as suggested by Lucas – a potential love interest. You will also be accompanied by a droid whose personality and functions will be revealed later. You will run across numerous surviving Jedi, a couple of whom are no doubt destined to become fan favorites. First is General Kota, a grizzled, militaristic Jedi General who survived the Jedi Purge – but not without scars. There's also Maris Brood, a powerful and deadly female Jedi.

Expect to see some familiar faces too. Fans will be happy to know that Togrutan Jedi Master Shaak Ti will triumphantly return to make a stand against your character on Felucia. Speaking of that Episode III planet, players will get their first-ever look at the fungus planet's indigenous inhabitants, plant-like creatures with masked faces and strong connections to the Living Force. Obviously Vader will factor heavily in the game, and when Vader is around, you can be sure that a certain cackling Sith Master isn't far behind.

Maris Brood skillfully wields a new lightsaber variant.

"Taking the Force, a key element in *Star Wars*, and making it the protagonist of a strong *Star Wars* experience, will blow players away."

– Julio Torres, game producer

"A young Jedi named Darth Vader helped the Empire hunt down and destroy the Jedi Knights."

—Obi-Wan Kenobi,
Jedi Knight

FULFILLING THE FORCE

The game's biggest star, however, is not a flesh and blood creature, but something more elusive yet paramount to *Star Wars*' cross-generational appeal: the Force. Explosively paced, over-the-top, no-holds-barred Force battles are the crux of the gameplay and members of the development team are taking great pains to ensure that you will utilize the Force in ways never seen before. "Taking the Force, a key element in *Star Wars*, and making it the protagonist of a strong *Star Wars* experience, will blow players away," says Julio Torres, one of the game's producers.

Your character will start his adventure with four core Force powers – push, grip, repulse, and lightning – all of which will be amped up to staggering degrees. With these core abilities alone you'll be able to hurl Imperial stormtroopers through walls, pick up and toss large structures and even vehicles, and generate 360-degree shockwaves that destroy everything in their path. And that's not even mentioning other powers you will unlock throughout the game. Force powers can be combined with one another or with lightsaber attacks. For instance, you can levitate a stormtrooper off of the ground and hurl your lightsaber right through him. Or you can Force-push him into a pillar and when that pillar crumbles, grab large pieces of the rubble and hurl them at his squad mates. There will be few limits to the number of creative ways you can manipulate the environment, and other characters, with the Force.



Every *Star Wars* hero has his own iconic ship. In *The Force Unleashed*, the Secret Apprentice's is called the Rogue Shadow.



To accomplish all of this, the development team will utilize the Havok physics engine and incorporate two major technologies never before seen in games. First is a program known as *euphoria*. Developed from a 'virtual stuntman' program, *euphoria* is a bio-mechanical artificial intelligence engine that imbues non-player characters with virtual nervous and muscular systems that react to stimuli. When attacked, these characters act out of self-preservation, behaving and reacting as actual people would – adapting differently on the fly in every way, each time.

The second innovation making its debut in *SW:TFU* is Digital Molecular Matter, or DMM for short. DMM can roughly be described as *euphoria* for in-game artificial matter. It grants environmental objects physical properties so that wood splinters, glass shatters, metal warps, plants bend and stone crumbles as they would in the real world, depending on the force and angle of an attack, and always in different ways. Like *euphoria*, this all occurs in real-time, not via animation.

Combined DMM and *euphoria* will not only greatly increase *SW:TFU*'s replay value – you can play through levels over and over and never have the same experience twice – but also will raise the bar for character AI (artificial intelligence), environmental destructibility and interactivity in gaming. During a demo in which Vader's apprentice used the Force to hurl a huge piece of equipment against a gantry holding a group of Imperial troops, each of the hapless victims exhibited a completely unique reaction. Some braced for impact, others grabbed ledges to keep from falling, held nearby structures for support, or struggled to maintain balance as the area around them quaked. When the apprentice tossed objects directly at them, some raised their hands to protect themselves, while others deflected the attack or simply ducked out of the way.



Left - No *Star Wars* game would be complete without stormtroopers. Below Left - In-game character models such as this sandtrooper depict meticulous detail.

Familiar *Star Wars* vehicles such as the AT-ST may have gone through some modifications in *The Force Unleashed*.

"We knew that we wanted to have a main character that uses the Force, focus on the era between Episodes III and IV, and include Vader in a significant way."

- Haden Blackman, Project Lead



Juno Eclipse is both an Imperial pilot and the Apprentice's love interest, but how that happens in the story remains a mystery.

ADDING DEPTH TO VADER

When you consider remarkable advances in entertainment technology and the seemingly endless popularity of *Star Wars*, it makes perfect sense that the video game medium is where the next major chapter of the *Star Wars* saga will be told. It is all the more fitting that LucasArts is going all out to deliver not only a major leap forward in gameplay and technical effects but, more importantly, a rich story that will offer new insights into, and have an impact on, a galaxy far, far away. After all, the main reason *Star Wars* has captivated generations of fans is its grand, sweeping story and enduring characters, and *The Force Unleashed* will be a great story in its own right, while also enhancing enjoyment of the films. "Hopefully, when you're done playing, you'll have a deeper understanding of both trilogies," says Blackman,

"and specifically new insight into Darth Vader as a character."

The Force Unleashed will follow the footsteps of the award-winning *Knights of the Old Republic* in that it will have multiple endings, with choices you make affecting characters' lives and ultimately the fate of the galaxy. If you're a stickler for continuity, don't fret; Lucasfilm will decide to make one of the endings canon and that ending will be shared by the book and comic tie-ins. When asked what fans can look forward to the most, Torres says, "The depth of the main story, the character development, and of course the connections that are made with the first three Episodes and the last three Episodes. A great story like it has never been seen before, and coupled with the Force, it will make this next chapter of *Star Wars* worthy of any epic movie or story." ☺



You'll encounter Shaak Ti, who is allied with Force-wielding rancor riders.



Natives of the planet Felucia, as first visualized in this concept art, wear masks composed of vegetation.



Felucia has also been featured in *Star Wars: Episode III*, as well as *Star Wars: Battlefront II*.



The Wookiee homeworld of Kashyyyk is just one of the exotic locales you'll visit in the game.

THE WORLDS OF *THE FORCE UNLEASHED*

No *Star Wars* adventure is worth its weight in Imperial credits without a robust amount of globe-hopping across the far reaches of the galaxy. In *The Force Unleashed* you will visit a large number of planets and installations during your search for the last of the Jedi. LucasArts will announce more locales at a later date, but for now, here are a few we know of:

Raxus Prime

This junk-ridden planet appeared in the *Clone Wars* video game as well as in comics and books. A grungy, polluted environment littered with junk and refuse, Raxus Prime offers huge possibilities in terms of the amount of objects that can be manipulated and wielded using the Force.

Felucia

Seen in *Revenge of the Sith*, the fungus planet is rife with the Living Force. This is where you, as Vader's secret apprentice, will encounter Shaak Ti, as well as a pack of vicious rancors.

TIE Fighter Construction Facility

While exploring this interstellar factory, players will get a look at how the Empire builds its massive fleet of TIE fighters.

Kashyyyk

A shadow has descended on the Wookiee home world as Imperial forces embark on a campaign to enslave the entire planet.



In *Star Wars: The Force Unleashed*, you are Darth Vader's Secret Apprentice.



You are Darth Vader's Secret Apprentice.

PIRATES OF

EARLY JOE JOHNSTON STORYBOARDS FOR THE ORIGINAL **STAR WARS** SHOW THE CONTINUING DOGFIGHT BETWEEN THE PIRATE SHIP AND... DARTH VADER?

WORDS: J.W. RINZLER

In the third part of our exclusive *Insider* series we carry on with Joe Johnston's early storyboards that depict the attack of the TIE fighters on the first pirate ship [see last issue for more details].

Although some of the dates on these storyboards reflect changes made in late 1975, they really illustrate what is described in the third draft, from which this article's dialogue and descriptions are taken. These storyboards are remarkable for a number of reasons.

1) They contain director of special effects photography Richard Edlund's penciled notes. 2) They show the first pirate ship (in December 1975, Lucas had ILM redesign the ship, at which time it became the *Millennium Falcon*). 3) Last, but certainly not least, it might seem like Darth Vader was to be included in this battle – but the reality is that this particular panel was photocopied to save time and used to signify “enemy pilot,” whether the script called for Vader or a TIE pilot fighter, throughout the early storyboards.

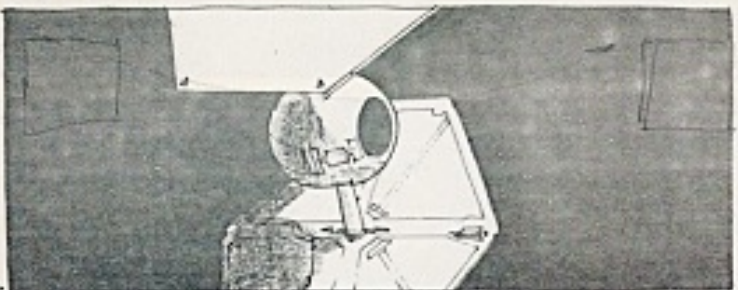
#1 Imperial fighters buzz about everywhere. The constant flashing of deflected laser bolts reflect in the interior of the turret bubble.

BOARD 52



WORKING IN DISTRESS - EXPLOSION OUT WINDOW

BOARD 53



TIE SHIP PAST FROM LEFT TO RIGHT

BOARD 54



TIE SHIP APPROACHES, TOP OF TURRET BUBBLE

BOARD 55



TIE SHIP - APPROACHES TIE SHIP

BOARD 56



TURRET

THE BOARDS

EXCLUSIVE
SERIES
PART 3 OF 6

BOARD 54



HAN'S GUN FOLLOWING

BOARD 55



TIE SHIP COMING TO US FROM DISTANCE
(SWISH PAN)

#2

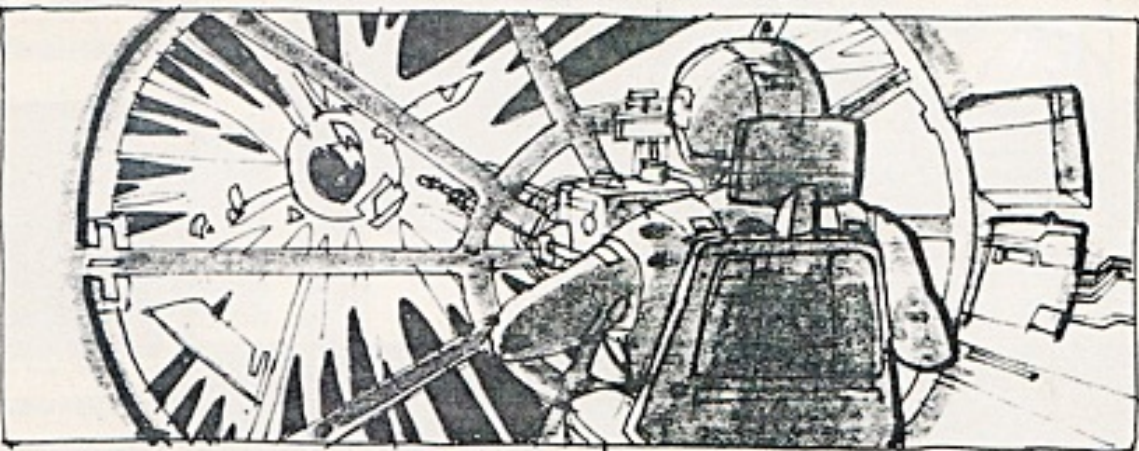
One of the Imperial fighters is hit by a concentrated barrage and begins spinning out of control, until it finally explodes. Han gives Luke a victory wave, which Luke gleefully returns.

BOARD 56



HAN'S GUN

BOARD 57



REVERSE - HAN - SHIP EXPLODES

BOARD 58



TIE SHIP FADING FROM VIEW

BOARD 59



PRINCESS AND LUKE

#3

Over the comlink the princess gives instructions as to the enemy formations. Several more Imperial ships explode and disappear from view. The pirate starship undergoes a great deal of punishment as the battle rages on.

TO BE CONTINUED....

BOARD 63

1596



CU. HAN

BOARD 64

P.160



HAN'S GUN TIE-SHIP GOING UP

BOARD 65

P.161



NEEDLES: VVV. TIE-SHIP GOING DOWN

BOARD 67

P.163



HAN'S GUN TIE-SHIP GOING TO GO AND UP

BOARD 68

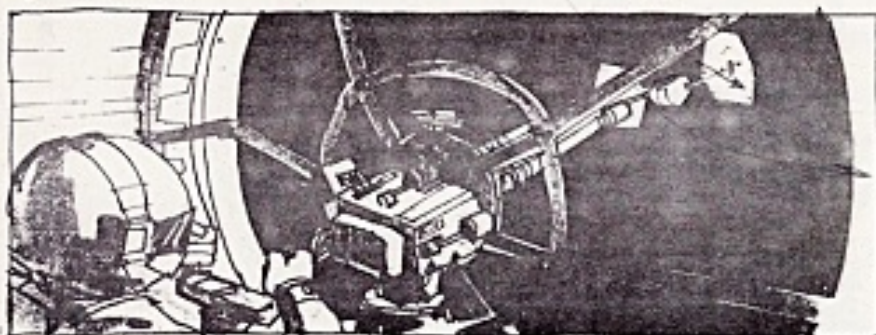
P.164



NEEDLES: LUNGS - TIE-SHIP MOVING DOWN. LEFT TO RIGHT, RIGHT

BOARD 69

P.165



HAN'S GUN
DOWN AND AWAY

BOARD 70

P.166



NEEDLES: THE TIE-SHIP GOING TO GO AND UP. TIE-SHIP GOING DOWN

BOARD 72

P.168



NEEDLES: THE TIE-SHIP GOING TO GO AND UP. TIE-SHIP GOING DOWN

The cockpit is alive with warning lights and buzzers, but Chewbacca manages to keep things under control.

#4

LEIA

There are only three or four left.

HAN

(over intercom)

Chewbacca, it's time we showed them this isn't the regulation F8-B8 Cargo Trawler.

Chewbacca pulls back on several of the levers before him and the ship surges away from the tiny fighters. The pirate starship races through the galaxy at an incredible speed.

BOARD 75

P.169



NEEDLES: THE TIE-SHIP GOING DOWN - UPPER RIGHT TO LOWER LEFT

#5 Luke and Han continue to fire at the Imperial fighters.

HAN

At this speed they aren't very maneuverable...

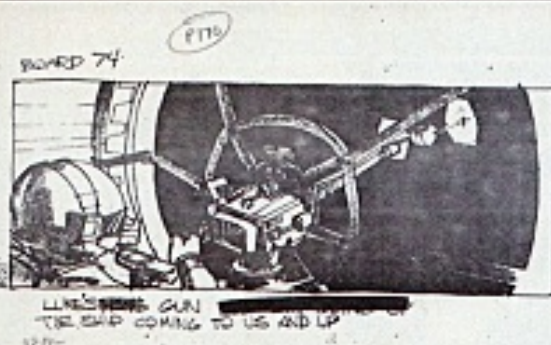
One explodes; then another.

LEIA

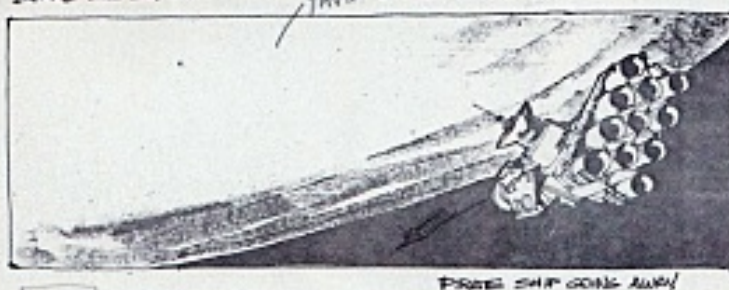
(over intercom)

They're dropping away... We made it.

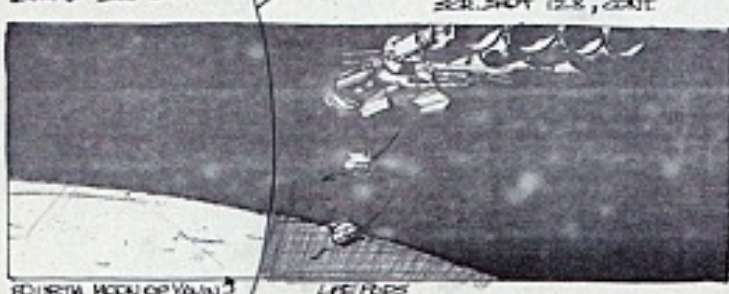
Luke and Han congratulate each other on their victory [note that the last storyboard still mentions that this battle is the "end of Alderaan" sequence].



BOARD 79



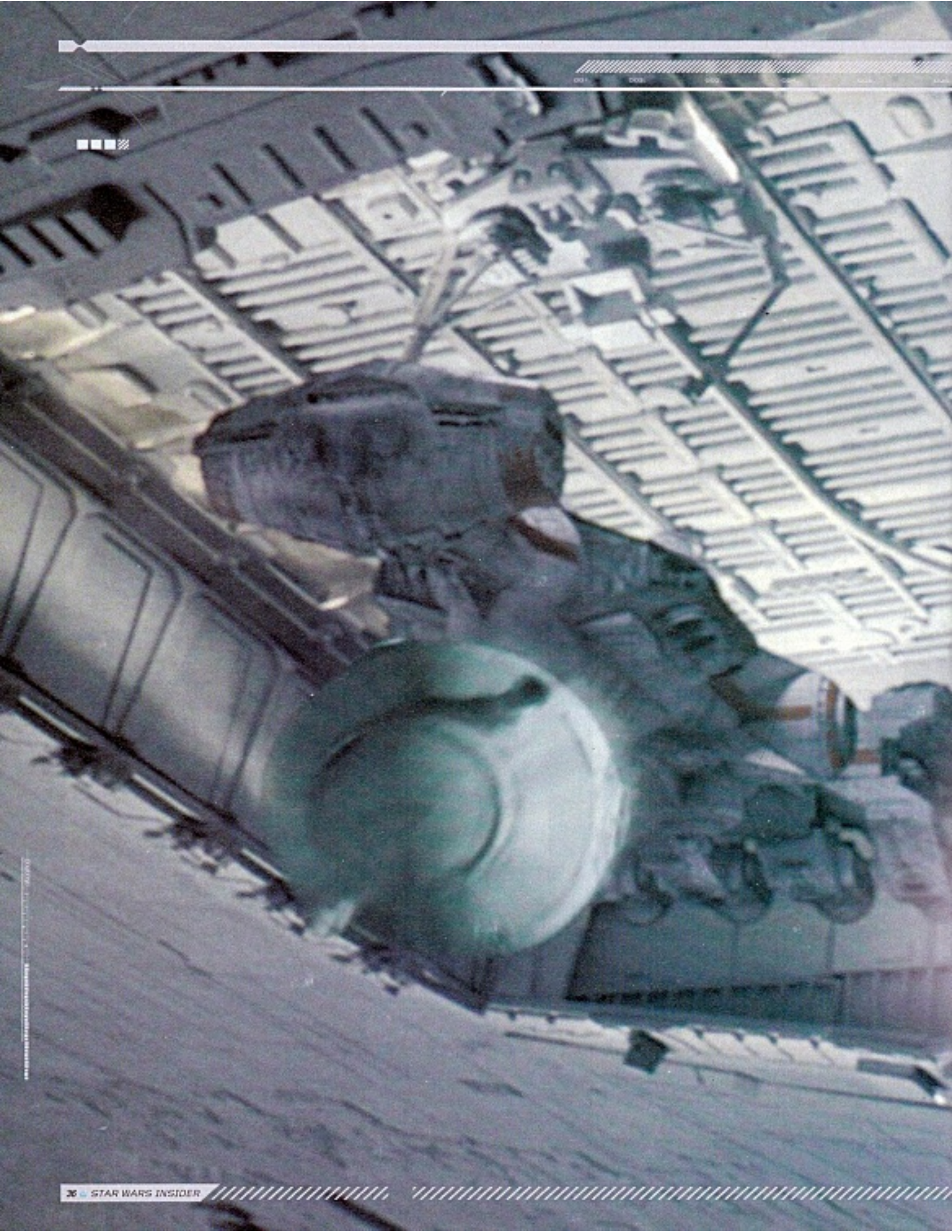
BOARD 80



EXT. SPACE AROUND FOURTH MOON OF YAVIN

#6

The battered pirate starship drifts into orbit around the emerald green fourth moon of Yavin [note the life-pods descending toward the planet, as this was originally how Luke and company arrived – a concept that was cut very late in preproduction; also note that the position of the planet has been changed because, at that time, compositing the life-pod elements with the planet element on the optical printer would have been prohibitively time-consuming and expensive].



■■■■■

001

002

003

004

005

PHOTOGRAPH BY JEFFREY M. HARRIS FOR STAR WARS INSIDER

1. A LONG TIME AGO?

George Lucas' first treatment for the film set the story in the 33rd Century.

2. WHERE THERE'S A WHILL, THERE'S A WAY

Early drafts of *The Star Wars*, as well as the novelization, ostensibly came from the "Journal of the Whills." That name came back into vogue more than a quarter of a century later, when Qui-Gon Jinn revealed that he learned the secret of immortality from a Shaman of the Whills. (Qui-Gon's dialogue, while scripted for *Revenge of the Sith*, is missing from the final cut.)

3. COURSE SYLLABUS

Production supervisor Robert Watts notes that Lucas asked early crew members to watch four films to prepare for working on his. Two of the selections seemed obvious (the sci-fi epics *2001* and *Silent Running*), and the others more cryptic (the period piece *Once Upon a Time in the West* and Fellini's trippy *Satyricon*).

4. PROTO-SITH

The Knights of the Sith in the first draft were called "the Legions of Lettow." That name came back in *The New Essential Chronology*, which defined the Legions of Lettow as a villainous cabal active during the Republic's foundation.

5. TEST-RUN FOR THE NELWYNS

Lucas toyed with the idea of casting little people in the lead roles, an idea he returned to for the fantasy epic *Willow*.

6. DUSTBIN OF HISTORY

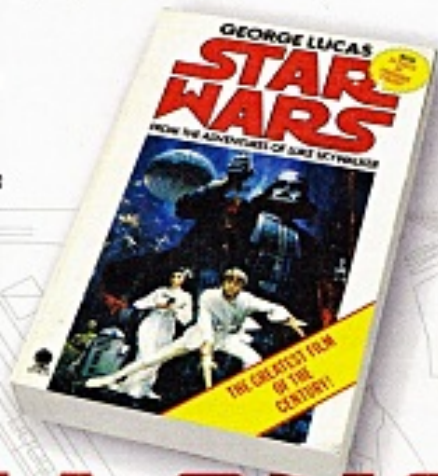
The opening crawl celebrates the Rebel Alliance's "first victory against the evil Galactic Empire," yet this momentous event has gone unseen in spin-off material. The battle gets a mention in the radio drama and the choose-your-own-adventure book *The Last Jedi*, but only in passing.

7. HAN AND QUI-GON SHARE A RIDE

In early concepts, Han Solo's ship looked too much like a vessel in the 1970s TV show *Space: 1999*, which started airing in late 1975 after the original Falcon model had been built. The design then gained a "hammerhead" cockpit and became the now infamous Rebel blockade runner *Tantive IV*.

8. YOUR EYES CAN DECEIVE YOU; DON'T TRUST THEM

The blockade runner model seen in *A New Hope*'s famous opening shot measured 194 centimeters (more than six feet), while the model for the looming Star Destroyer came in at a comparatively puny 91 centimeters (three feet).



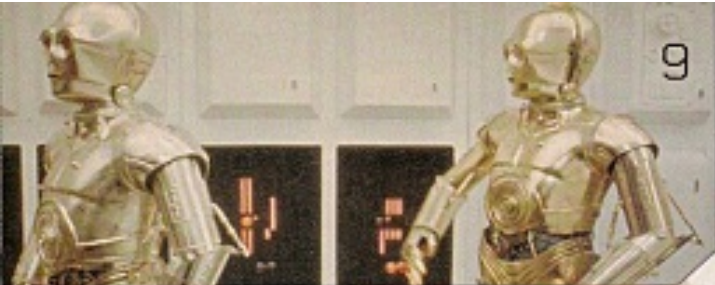
MAY THE FACTS BE WITH YOU

100 THINGS YOU DIDN'T KNOW ABOUT
STAR WARS: EPISODE IV A NEW HOPE.

WORDS: DAN WALLACE

 **PART ONE**

#1-#50



9

14

9. HOW RUDE!

The silver protocol droid who looks similar to C-3PO in the opening scene is U-3PO. According to the *Star Wars* radio dramatization and a Decipher CCG card, the droid is a traitor, having transmitted the signal that allowed Vader's *Star Destroyer* to track the *Tantive IV* to Tatooine.

10. INTO THE BREACH

The stormtrooper invasion of the *Tantive IV*—filmed in a few takes in real life—was supplemented with footage from six cameras to create the illusion of a drawn-out firefight.

11. THIS IS ALL YOUR FAULT

C-3PO's panic while buried beneath a pile of wires ("Help! I think I'm melting!") was to have taken place aboard the *Tantive IV*. The shot eventually found a place later in the film, during the *Millennium Falcon*'s shootout with the TIE fighters.

12. RATS IN A MAZE

To save money, only a single white-walled hallway and turn, along with a re-dressed *Millennium Falcon* hold, was built for interior shots of the *Tantive IV*, then filmed from multiple angles.

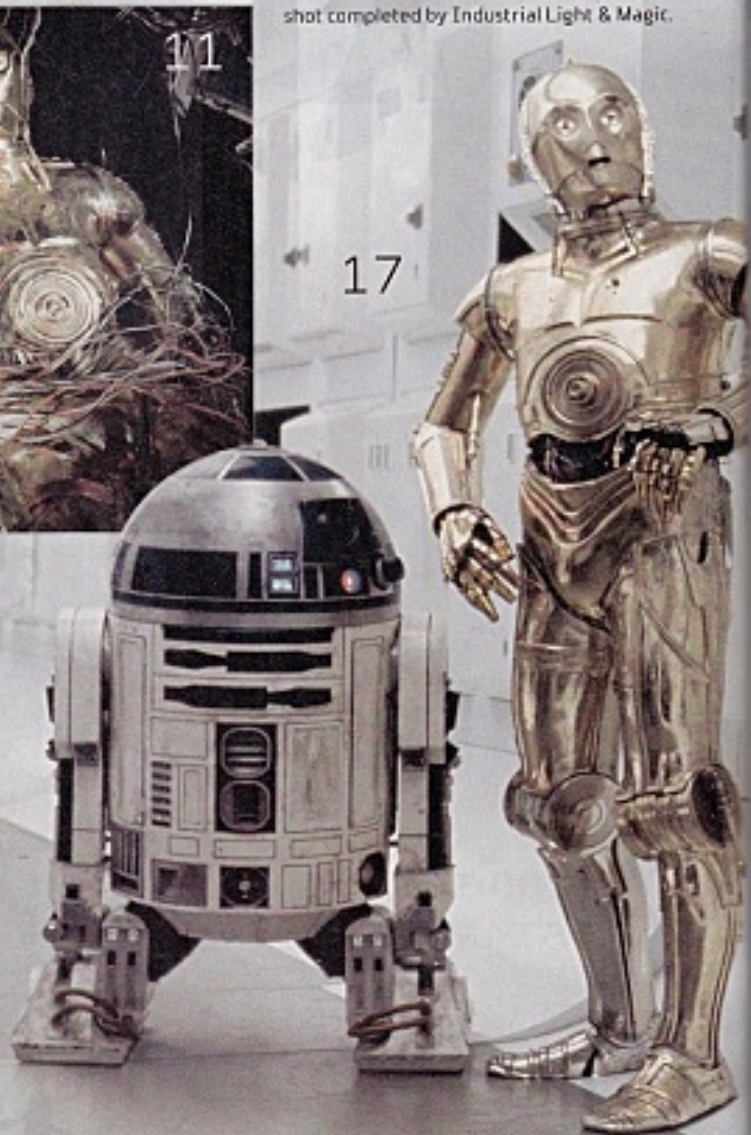
13. STAY ON TARGET

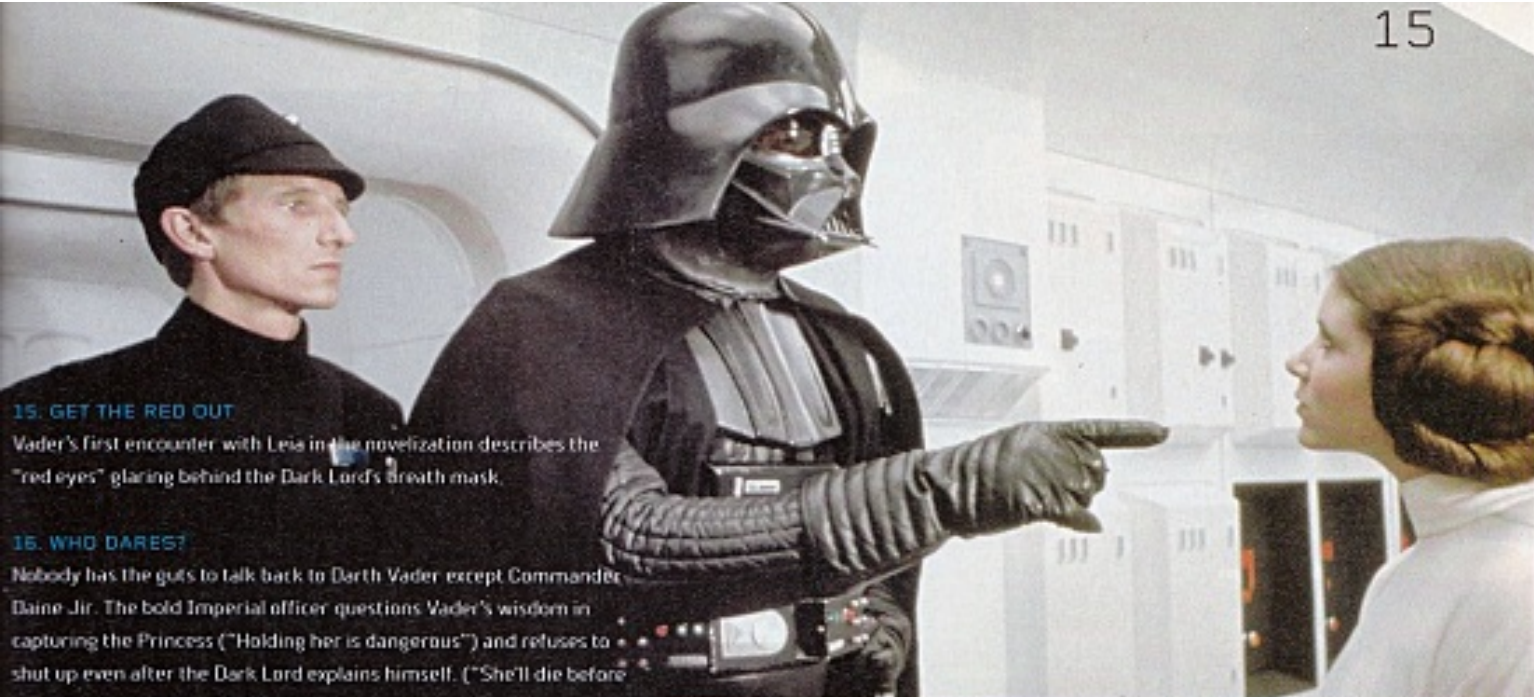
R2-D2 rarely followed a straight line during filming. Regarding one astromech scene aboard the *Tantive IV*, production supervisor Robert Watts noted that "the cut was taken to the absolute limit. [R2-D2] kept veering off and crashing into the wall. If you look carefully at that shot you can see it just starting to veer."



14. WE WILL WATCH YOUR CAREER WITH GREAT INTEREST

The shot of the escape pod blasting away from the *Tantive IV* is notable as one of the first two effects shot completed by Industrial Light & Magic.





15. GET THE RED OUT

Vader's first encounter with Leia in the novelization describes the "red eyes" glaring behind the Dark Lord's breath mask.

16. WHO DARES?

Nobody has the guts to talk back to Darth Vader except Commander Baine Jir. The bold Imperial officer questions Vader's wisdom in capturing the Princess ("Holding her is dangerous") and refuses to shut up even after the Dark Lord explains himself. ("She'll die before she tells you anything," is his retort.)

17. BEEN AROUND THE BLOCK

C-3PO's mismatched silver leg is a nod to his colorful past, although fans in 1977 had no inkling of the surprising direction that the droid's past would eventually take. As Lucas said (in an interview conducted before the prequels), "I made that leg silver so that Threepio could have a history, so that it seemed like he had been around for 20 or 30 years."

18. CAPTAIN ANTILLES' LAST RIDE

The fate of the *Tantive IV* is never revealed in the movie. Alas, the novelization reveals that Imperials vaporized the prequel-era craft.

19. FLOPPY-HAT LUKE

Early scenes of Luke witnessing the space battle (wearing what has been described as his "Gilligan hat") and hanging with his friends at Tosche Station originated at the suggestion of Lucas' friends, who felt that introducing the protagonist sooner would deepen audience sympathy. Lucas ultimately cut the scenes, preferring the linear narrative of the droids leading the audience to Luke.

20. CLEAN THOSE MACROBINOCULARS

In the Tosche Station cut scene, Luke urges his friends outside to witness the orbital battle between the *Tantive IV* and Vader's *Devastator*. "That's no battle hotshot, they're just sitting there," is Biggs' reply. But since the *Tantive IV* had already been drawn inside the belly of the *Star Destroyer*, it's unlikely that Biggs would have seen anything more than the tiny blip of a single vessel.

21. STAND-UP DUO

In one of the cut scenes, Biggs discusses his plans to join the Rebellion, prompting a moment of goofy banter. After Luke overreacts, Biggs snaps, "You've got a mouth like a meteor crater!" Replies Luke in a stage whisper, "I'm quiet, I'm quiet... listen to how quiet I am... You can barely hear me..."



19

22. WHAT A DESOLATE PLACE THIS IS

According to the script and novelization, Tatooine's Jundland Wastes can be translated as "no-man's land."

23. RAINED OUT

The Tunisia shoot proved particularly grueling, with scorching heat, blowing sand, and unexplained electrical glitches. To compound the crew's woes, on March 26, 1976, Tunisia received its first winter rainstorm in 50 years.

24. COMPARATIVE ANATOMY

The skeleton that C-3PO passes in the Tatooine dunes has been identified as that of a Krayt dragon, yet it doesn't quite match the depictions of Krayt dragons in spin-off sources. Other books, notably 1993's *Galaxy Guide 7: Mos Eisley*, featured Tatooine creatures with body structures that more closely resembled the protocol droid's bony discovery.

24



26

25. OVER HERE

In the radio drama, C-3PO tells the Jawas exactly where to find his companion, explaining why the Jawas knew to set up an ambush for R2-D2.

26. RIGHT BETWEEN THE PHOTORECEPTORS

The Jawa who shoots R2-D2 is named Oathcha, and it is he who delivers the immortal Jawa catchphrase "Dotini!"

27. READY TO DEAL

In the radio drama, Luke attracts the attention of the Jawa sandcrawler by firing a signal flare into the sky.

28. AWFUL AUCTION

The cast and crew worked 13 hours straight to shoot the droid auction. To avoid delays caused by disassembling and reassembling the C-3PO costume, Anthony Daniels took all his nourishment through a straw.



29. C'MON RED, LET'S GO!

R5-D4 is the red-trimmed droid whose blown motivator allows Luke to buy R2-D2 instead. But what's the story behind that motivator? In the *Star Wars* radio drama, the astromech droid sabotages R5-D4 ahead of time to ensure his rival's failure. In *West End Games' Movie Trilogy Sourcebook*, R5-D4 voluntarily pops his own motivator after hearing of R2-D2's important mission. And in the *Star Wars Tales* comic "Skippy the Jedi Droid," a Force-sensitive R5-D4 takes himself out of the running lest he upset the scales of cosmic destiny.

30. TIIMBERRRR!

In a droid auction bloop, R5-D4 topples forward and hits the ground face-first, causing his head to pop off of its seams.



31. A PASSENGER OF SOME IMPORTANCE, I THINK

C-3PO's inability to recognize the Princess while viewing R2-D2's hologram is sometimes cited as a continuity error. But as far back as 1977, in a character sketch created for radio drama writer Brian Daley, George Lucas emphasized that the golden droid had been programmed to feign ignorance about the Princess for the security of the mission. In Episode III, of course, instructions are given to wipe his memory.

32. OVERLOOKED AUTOMATON

Some of the more obscure droids visible on the Lars homestead are the bubble-topped, tread-rolling KPRs. One can be seen during the Jawa droid sale, while a second lighted version can be seen when Luke uses his macrobinoculars to search for R2-D2.

33. LICENSE AND REGISTRATION

It's easy to forget that it's C-3PO, not Luke, who drives the landspeeder during the hunt for R2-D2. One experiment used front-projected video while the two chatted in the cockpit, but the effect was unconvincing.

34. PACHYDERM PAIR

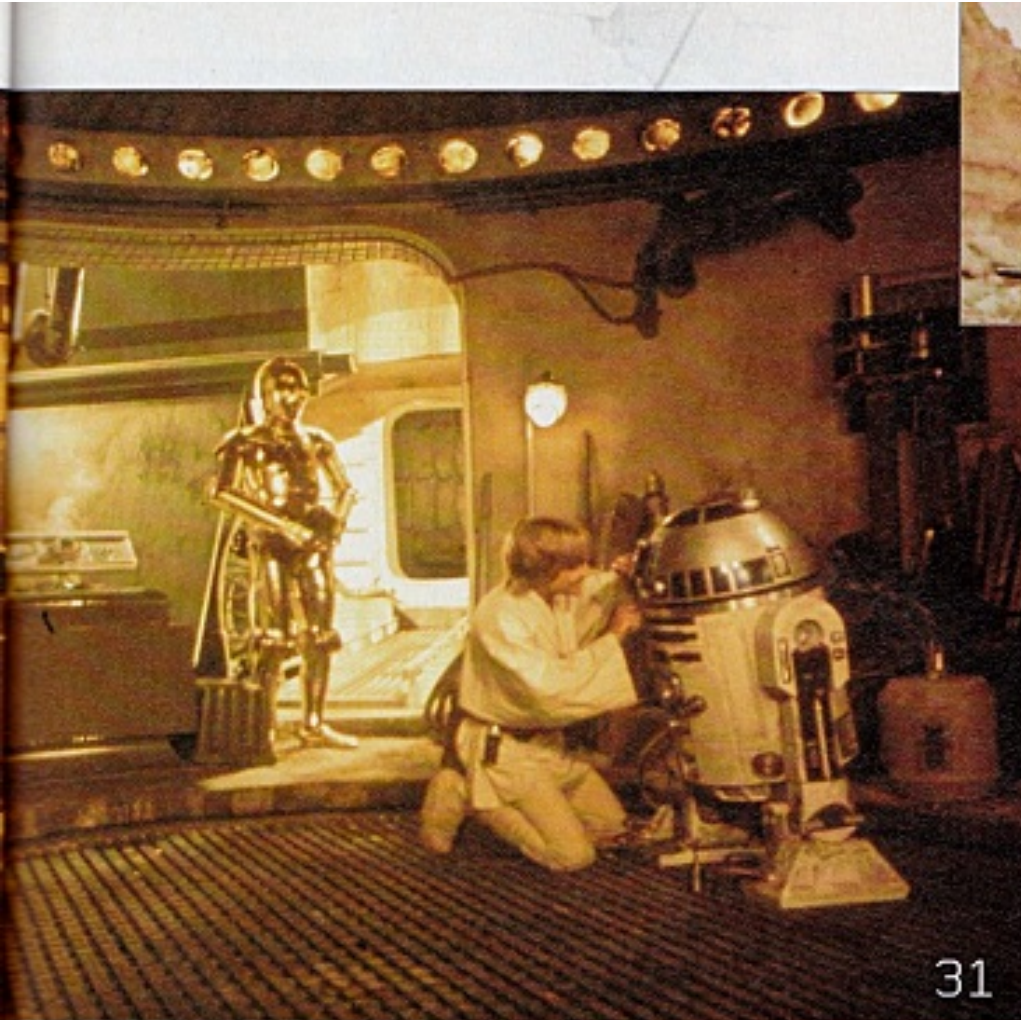
Only one bantha appears in *A New Hope*, portrayed by a trained elephant from *Marine World* named Mardji. Two banthas are visible when Luke peeks through his macrobinoculars at the Sand People, but it's a composite shot that shows Mardji twice.

35. A GALAXY NOT SO FAR AWAY?

The novelization includes more than one reference to Earthly wildlife, as in this passage where Luke spots the Sand People: "Banthas, all right," Luke whispered over his shoulder, not considering in the excitement of the moment that Threepio might not know a bantha from a panda."



29-30



31



36. THE CRUELEST CUT

In retrospect, it's extremely lucky that Luke dodged the gaffi stick wielded by the howling Tusken Raider. According to the *Star Wars Visual Dictionary*, the tips of gaffi sticks are poisoned.

37. DUCK AND COVER

Another Earthbound reference turns up in the novelization during this conversation between Obi-Wan and Luke: "Still, even a duck has to be taught to swim." "What's a duck?" Luke asked curiously. "Never mind." Interestingly, duck-like creatures are visible on the waterways of Naboo in *The Phantom Menace*. Captain Panaka even uses the phrase "sitting ducks."

38. TELL ME MORE OF THIS MAN HOUDINI

In the third draft, the Sand People attach gold bracelets to Luke's wrists and ankles and leave him suspended ten feet in the air. Visually, the effect sounds similar to Count Dooku's method of caging Obi-Wan Kenobi in *Attack of the Clones*.



34



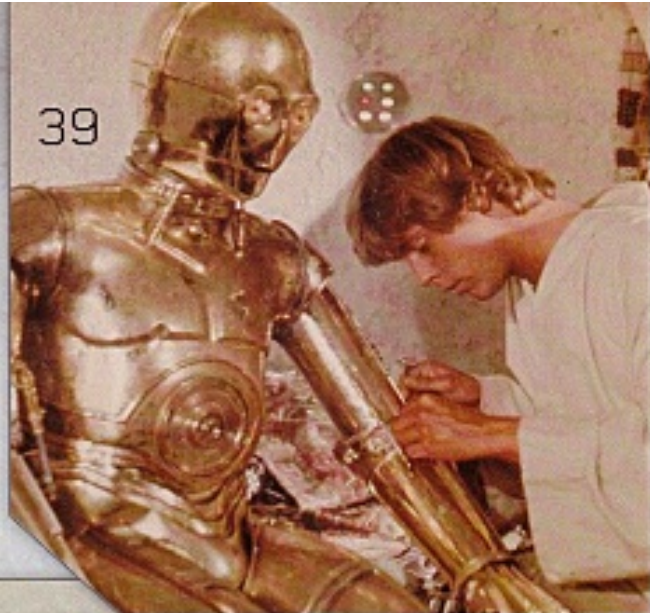
36

39. SHOW OF TRUST

After repairing C-3PO's arm in Ben Kenobi's hut, a sympathetic Luke doesn't reattach the droid's restraining bolt.

40. FINAL EXIT

The deaths of Uncle Owen and Aunt Beru are depicted in the short story anthology *Tales from the Mos Eisley Cantina*, in which the Lars homestead is ignited by a "floating fortress," a type of Imperial heavy tank.



41. A JEDI'S BEST FRIEND?

According to the novelization of *A New Hope*, Luke Skywalker thinks back to a dog he had once owned when the *Millennium Falcon* blasts into hyperspace away from Tatooine.

42. MORE TO SAY, HAVE YOU?

After Obi-Wan's line, "You must do what you feel is right, of course," Luke delivers the follow-up, "Right now I don't feel too good." The line did not survive in the final film.

43. MUSTAFAR WAS BOOKED

In 1995, crew members shot additional Tatooine footage for the *Special Edition* in Yuma, Arizona — just in time for temperatures that hit 132 degrees Fahrenheit.

44. LATE ARRIVAL

The Imperial *Sentinel*-class landing shuttle didn't appear in *A New Hope* until 1997, retrofit into the *Special Edition* to supplement the sandtrooper search party. The design is based on *Return of the Jedi*'s Lambda-class Imperial shuttle.



45. MISSING IN ACTION

In the novelization, a mysterious officer named Romodi is present at the Death Star conference. Romodi, who has never appeared in the Expanded Universe, bore "facial scars so deeply engraved that even the best cosmetic surgery could not fully repair them."

46. DOES IT COME WITH A STRAW?

In the comic-book adaptation, Vader uses the Force to levitate a steaming cup into his hand. There is no explanation of what exactly was supposed to happen next.



47. NEEDLING QUESTIONS

Why did the interrogation droid in Leia's cell carry a giant syringe? According to Expanded Universe lore, the hypodermic carried a truth serum named Bavo-6.

48. THESE BLAST POINTS...

TOO ACCURATE FOR SAND PEOPLE.

Obi-Wan doesn't win any points for his sandcrawler deduction, which manages to simultaneously belittle the precision of Tusken sharpshooters (who can hit Podracers traveling in excess of 900 kilometers per hour) and exaggerate the woeful marksmanship of the Emperor's finest ("only Imperial stormtroopers are so precise").

49. FUNERAL PYRE

Obi-Wan Kenobi ensures that the bodies of the dead Jawas are burned, a very Jedi-like thing to do. Obi-Wan's mentor Qui-Gon received a similar sendoff on Naboo, and Luke later builds a flaming pyre on Endor for either Darth Vader (original script) or Darth Vader's armor (revised final version).





48



47



49

50. A WRETCHED HIVE OF SCUM AND DINOSAURS
The elephantine rontos and hopping scurriers created for the Special Edition are reskinned versions of Jurassic Park's brachiosaurus and velociraptor models. 🦕

COMING SOON

Next issue is a 100-page special celebrating 30 years of *Star Wars*, so we'll be continuing this epic countdown in the issue-after-next, and revealing facts #51 to #100. Don't miss it!

PART TWO



PART OF THE LANGUAGE

Hello, my name is C-3PO,
human cyborg relations.
I am fluent in over 6 million
forms of communication.

THREE DECADES AFTER THE
ORIGINAL MOVIE, *STAR WARS*
HAS REALLY LEFT ITS MARK ON
THE WAY WE TALK AND THINK...

WORDS: KAREN TRAVISS

Anywhere you find yourself in the English-speaking world, chances are that if you use the following phrase, you'll be understood perfectly:

"He's gone over to the dark side."

Most people will know what you mean, even if they're not *Star Wars* fans and really don't care (or know) if Han shot first. It's one of many ideas and phrases that began their lives on cinema screens 30 years ago and went on to influence culture globally.

Just as Shakespeare's phrases and even advertising slogans have become so much a part of English that most people don't even realize they're using them, *Star Wars* has left its mark on the way we talk and think.

As Dr. Andrew Hardie of the Department of Linguistics & English Language at Lancaster University, UK, says on his web pages, "George Lucas' *Star Wars* films are passing into the contemporary lexicon."

In 2002, the Shorter Oxford English Dictionary – the definitive record of the English language – officially added the words 'Jedi', the 'Force' and 'dark side.' In fact, 'dark side' has become so embedded a phrase that Dr. Hardie carried out a study to see how often it was used on the Internet and found that two thirds of the times it appeared, it wasn't referring to *Star Wars* at all. (<http://www.lancs.ac.uk/staff/hardiea/darkside.html>) Now that's embedded.

MEMORABLE MOVIE PHRASES

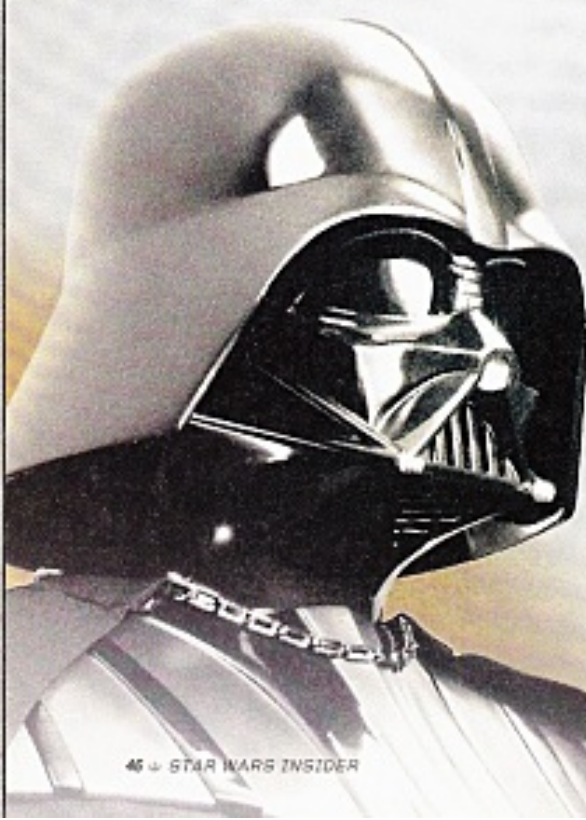
In a study of memorable movie phrases undertaken by psychologists at California State University in 1999 and 2000, "May the Force be with you" was number eight in the Top 20 phrases quoted by all age and gender groups. That other handy Force-related line, "Feel the Force," had its Kodak moment as the name of a police comedy series screened by the BBC in 2006, and was the title of a pop physics book: *Can You Feel The Force?* by Richard Hammond.

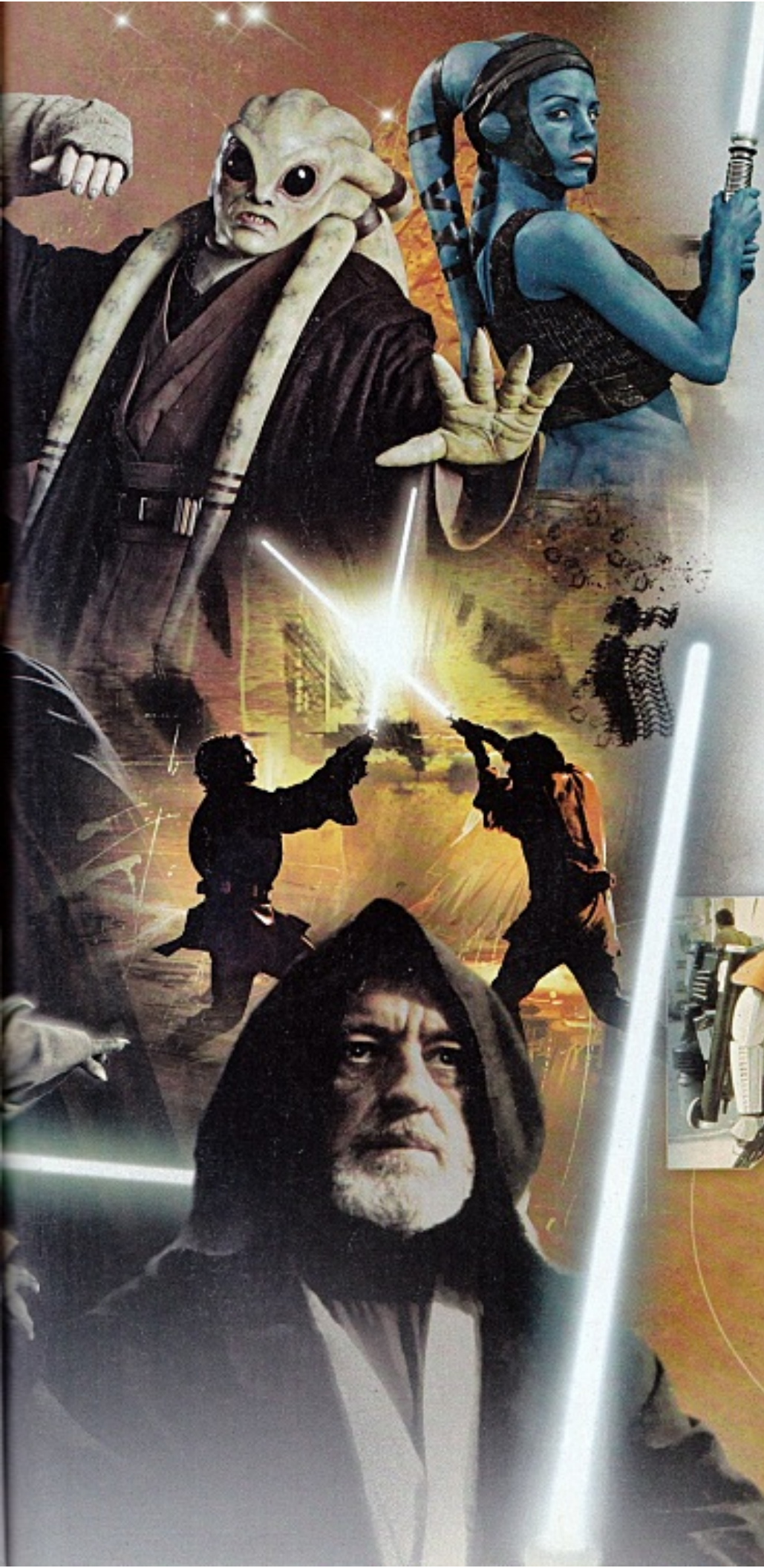
In Britain, the 2001 national census recorded that 390,000 people out of 52 million respondents gave their religion as 'Jedi.' It proved most popular in that epicentre of science fiction activity, Brighton, where 2.6 percent of people identified themselves as Force users. Before the nationwide survey, officials said that if more than 10,000 people claimed on the census form to be Jedi, then it would qualify as a recognized religion in their statistics. The next census in 2011 will make interesting reading: anyone fancy listing themselves as Sith?

Before you laugh too hard about *Star Wars* entering the realms of faith, bear in mind that in 2005 a Presbyterian minister in Cincinnati shared the gospel with youngsters using the language of the movies to illustrate the struggle between good and evil. It's another measure of how universally understood *Star Wars* terminology has become.

At every level, *Star Wars* has entered the language and wider culture, and SWisms – might as well have a word for them, right? – are now used by everybody. They've even entered the worlds of politics, defense and financial crime.

Everyone's heard of President Reagan's 'Star Wars' program, also known as the Strategic Defense Initiative, a space-based defense system designed to stop nuclear ballistic missiles. But you might not be aware of the USAF's very own SITH – the Senior In-Theater Historian. Air Force personnel report that the large number of *Star Wars* fans in the service guarantees that dark side jokes abound. The air force also uses software called JEDI – presumably to balance the Force. The crooks at Enron also used 'JEDI' and 'Chewco', but that's another story...





JEDI JOKERS?

Arguably the weirdest and most science-fictional use of *Star Wars* terminology in real life was Project Jedi. It's alleged to have been a secret US Army project to train super-warriors who could walk through walls, make themselves invisible, levitate, confound the enemy by advancing into battle hugging lambs, and – brace yourselves – kill goats by staring at them. This extraordinary project is said to have begun at Fort Bragg in 1979 and has been investigated by journalist Jon Ronson in a TV documentary and book, *The Men Who Stare at Goats*. The documentary is worth watching for the attempted demonstration of goat-staring by a former Project Jedi soldier, using a pet hamster as the subject. The hamster still looked chipper and bright-eyed after some pretty concentrated staring, so maybe they'd have been better off teaching Force choking than levitation. The project has neither been officially confirmed nor denied, as they say, but it's possibly the most bizarre example of *Star Wars* entering the wider culture – from a certain point of view. ☯

Karen Traviss is a full time author based in the UK. Her next *Star Wars* novel is *Legacy of the Force 5: Sacrifice* (out in June, see p50 for more)



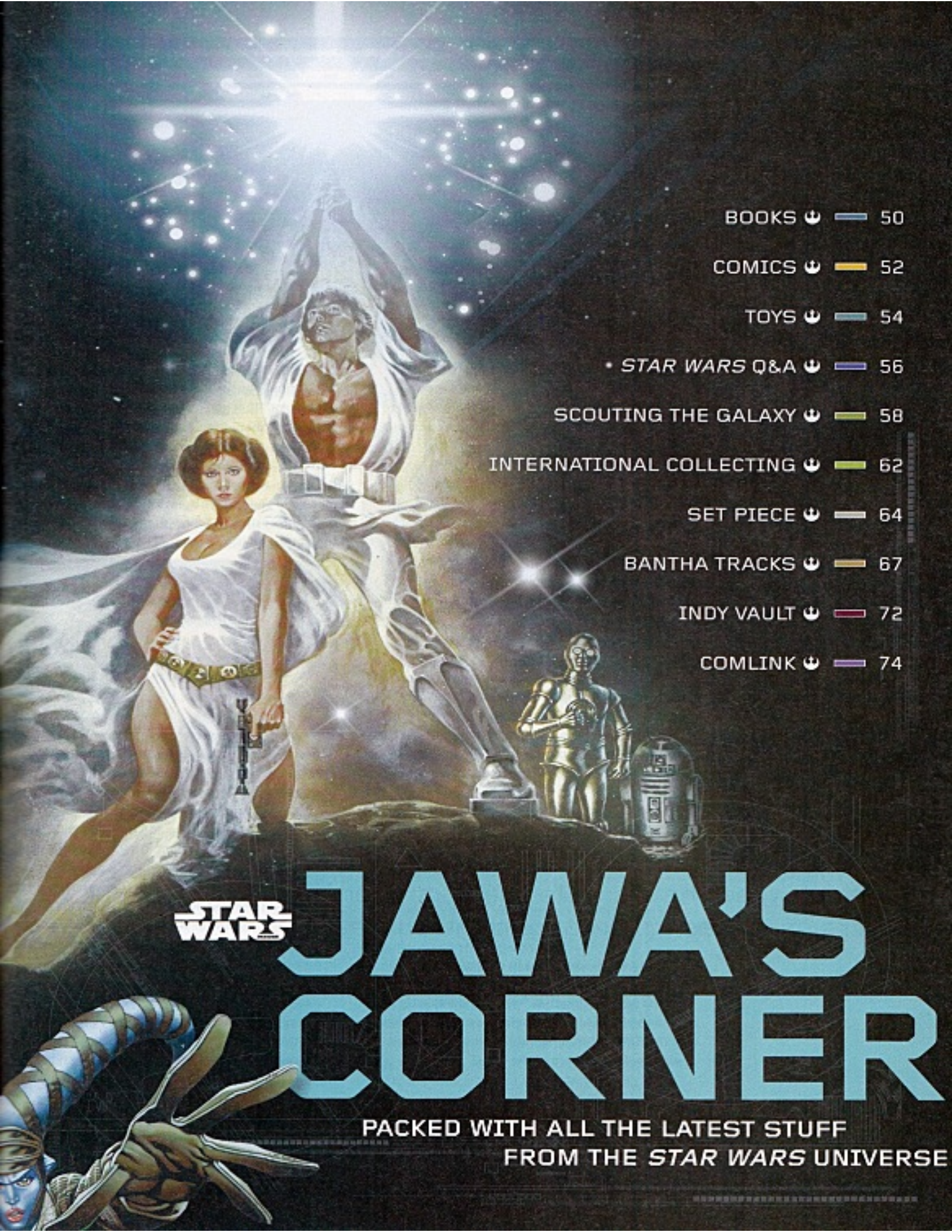
THE HUNT IS ON...

Do you have any examples of *Star Wars* words, phrases or concepts entering popular culture?

Send us your examples (with evidence!) to:

[US] *Star Wars Insider*,
Titan Magazines, 8205 Santa Monica Blvd.,
#1-296, West Hollywood, CA 90046-5977, USA

[UK] *Star Wars Insider*,
144 Southwark Street, London, SE1 0UP, UK
or email starwarsinsider@titanemail.com



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INDY VAULT 72

COMLINK 74

STAR
WARS

JAWA'S CORNER

PACKED WITH ALL THE LATEST STUFF
FROM THE STAR WARS UNIVERSE



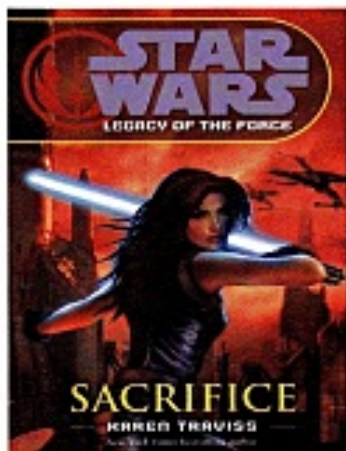
BOOKS



WORDS: JASON FRY

SACRIFICIAL WRITES **SPOILER ALERT**

KAREN TRAVISS DISCUSSES SITH LORDS, GRIM CHOICES AND MEN IN ARMOR...



It's no secret that in the fifth book of the Legacy of the Force series something terrible happens by the time you turn to the last page. (You are strongly advised not to do this, naturally!) That much is apparent the moment you read the title: *Sacrifice*.

The sacrifice in question will be Jacen Solo's – the prophesied death of a loved one by his hand. That event will mark Jacen's passage into Sith mastery, and end with him taking a Sith name, as his grandfather once did. Will Jacen really go so deep into darkness? Well, if you read starwars.com this winter, you know that a Sith name has been chosen from fan suggestions.

Even if you've got a pretty good idea of how *Sacrifice* (Del Rey, \$25.95/Century, £17.99) ends, you don't know all the answers – such as the little detail of just whom Jacen's sacrifice will be. Then there's the way Karen Traviss builds the suspense, showing Jacen's agonizing uncertainty over how the dark prophecy will be fulfilled. (Not to mention his horrifying certainty about other things.)

PSYCHOLOGY OF MOTIVATION

As a writer, she says, there are elements of a book's plot “that you not only can't hide from the reader but shouldn't. It still gives the writer all the scope for surprise: it's just that instead of ‘who?’ it becomes ‘how?’ and ‘why?’ I'm a writer who relies heavily on the psychology of motivation for my plot, so in some ways the why and how is even more interesting to follow than the raw fact that the butler did it.”



Sacrifice isn't just Jacen's story, of course. It also follows Ben Skywalker, Luke and Mara Jade's teenage son, as he is drawn deeper into the clandestine war between Coruscant and Corellia – and the grim choices of those who fight in such a conflict. Luke and Mara must struggle with the divisions within their own family and the Jedi Knights. Also, Boba Fett returns to Mandalore (what would a Traviss novel be without Mandalorians?)

to face hard questions about his place in a family and a community – not to mention his own fate.

Jacen, however, is the dark center of the novel, and Traviss' character study of him is cool and clear-eyed – to the point that the reader may feel a certain unease about identifying with him as a protagonist. Which is just fine with Traviss.

“All my novels are like that,” she says, adding, “every character gets to have their say. I don't mediate, I don't interpret, and I don't steer the reader.”

“Jacen really does think he's doing what has to be done, and he accepts he'll be reviled for it to the point where he starts to see opposition and attacks on him as his proof of righteousness.”

“You can list every fact in a story and still not know the story itself until you read it or see it,” Traviss says, noting that “we all knew exactly what happened to Vader long before we saw *Revenge of the Sith*, but finding out how it all happened was the driving force of the film.”

UPCOMING BOOK RELEASES TIMELINE
LEGACY OF THE FORCE: FORTHCOMING BOOKS

MAY 2007

Book 5:
SACRIFICE
by Karen Traviss
(Hardcover)

SEP 2007

Book 6:
INFERNO
by Troy Denning
(Paperback)

OCT 2007

Book 7:
FURY
by Aaron Allston
(Paperback)

MAR 2008

Book 8:
REVELATION
by Karen Traviss
(Paperback)

JUN 2008

Book 9:
TBA
by Troy Denning
(Hardcover)

Traviss calls Jacen "not only utterly plausible but far from crazy-evil... a know-all who had some good ideas, then placed too much faith in his own judgment, went to extremes, and behaved exactly like many, many politicians I've known and worked with and for over the years. He really does think he's doing what has to be done, and he accepts he'll be reviled for it to the point where he starts to see opposition and attacks on him as his proof of righteousness. And the awful thing is that he might even have a point."

Readers may also get a deeper understanding of the enigmatic Sith adept Lumiya (as well as seeing her cross sabers with Luke once again). Early in *Sacrifice*, Lumiya and the fallen Twi'lek Jedi Alema Rar argue over their plans for the Salos and Skywalkers, a quietly powerful scene that may change the way you think of both characters.

Lumiya, Traviss says is "a woman who was indoctrinated and used, and who paid a terrible price for her service to the Empire, but because she's smart and strong she doesn't go crazy about all the things she'll never have and all she's lost... She's exemplary in many ways: tough, smart, with no trace of self-pity."

PUSHED TO THE LIMIT

Speaking of tough, Traviss is prepared for some reader unhappiness about the climactic events of *Sacrifice*. But she also hopes for a more-nuanced reaction, saying that since the release of her first novel (2004's *City of Pearl*), she's read lots of mail "from people telling me how they cried for a character, or really wanted to see another one get their comeuppance, and that they wanted to have their feelings pushed to the limit. That's why many people read - it's the nearest we can come to finding out how others feel by getting behind their eyes and seeing a world as they do."



Traviss, Troy Denning and Aaron Allston have alternated writing duties on *Legacy of the Force*, but fans won't have to wait for Book 8 (*Revelation*, due out next spring) to read more of Traviss. Her third Republic Commando novel, *True Colors*, is due this summer, and Traviss promises "moral dilemmas, insights into characters introduced in *Triple Zero*, and lots of anti-social behavior from Mird the strill."

War, she says, "brings out the very best and very worst in people, so the events expose everyone's true colors. The title has multiple meanings, but I'll leave readers to work those out for themselves."

Dream projects? "Anything in armor," Traviss says, "by which I mean clones, stormies, Mandalorians, the Fetts and Vader."

"I'd like to examine how the Grand Army became the Imperials, and explore the Empire from their point of view," she says, adding: "Think of it as *Das Boot*, the movie about the crew of a German submarine in World War II. This was a story about the enemy, as we once saw them, but most people I know who've seen *Das Boot* ended up caring deeply about the crew and wanting them to survive, because they were just regular men struggling to survive the day, and they could so easily have been any of us."

"I'd like to examine how the Grand Army became the Imperials, and explore the Empire from their point of view..."



COMICS



WORDS: DANIEL WALLACE

SUICIDE MISSION

ONE TEAM ATTEMPTS THE IMPOSSIBLE IN *STAR WARS REBELLION*

From *The Dirty Dozen* on down, the notion of oddballs carrying out a hopeless mission is a recipe for adventure. The stakes are high, the prize deep behind enemy lines, and the outcome far from guaranteed. When set in the *Star Wars* universe, the action occurs on a darker stage than the usual conflicts of Jedi vs. Sith or Rebellion vs. Empire. To carry the day, these "heroes" have to pull together—providing they don't kill each other first.

Star Wars Rebellion kicks off a new five-issue story arc in Issue #6, written by Rob Williams (*Classwar*, *Wolverine*) with art from Michel Lacombe (*One Bloody Year*, *Star Wars Tales*). Entitled "The Ahakista Gambit," the tale chronicles the aftermath of a spy mission gone bad.

As the story opens, Rebel spy Wyl Tarson (familiar from earlier issues of *Rebellion*) has been posing as a henchman for the interstellar gangster Raze. In a gutsy gamble, Tarson has

secretly been duplicating Raze's military intel and feeding it back to the Rebel Alliance, but his life as a double agent is about to end. Raze has become aware of the treachery in his camp, and this is one gangster who doesn't keep a rancor in his basement. The Ahakista Gambit, and Tarson's risky operation, are set in motion when the scheming Raze decides that revenge is a dish best served cold. "Raze knows Wyl's a traitor," explains Williams. "But why kill Wyl when he can put him to work? And that means sending him on a suicide mission." The object of Raze's attention is still under wraps, but Williams promises a big reveal midway through the series. Only two facts are known: it could be the Empire's most precious secret, and it's something only a madman would attempt to steal. "Wyl needs to put together his own team of scumbags and has-beens to pull this off," says Williams. "After all, no one sane is going to go on a suicide mission, right?"

ALLIANCE GLOOM

The Ahakista Gambit takes place between *A New Hope* and *The Empire Strikes Back*, during a time when the Rebel fleet is scattered and reeling from an Imperial attack at the close of the last *Rebellion* arc. It's a gloomy time for the Alliance, but Williams is happy to be the one doing the telling.

"My favorite things about the *Star Wars* universe are the little moments, like Han banging the *Falcon* when it won't start on Hoth," he says. "Moments that really made you care about these characters. I'll go for those rather than blasters or droids, and it's what I'm trying to do with *Rebellion*."

Artist Michel Lacombe has experience designing backgrounds for TV animation, but the opportunity to dream up such rich foregrounds for *The Ahakista Gambit* set his fertile mind ablaze. "Any sort of creature can walk onstage and fit in," he says, relishing the fact that *Star Wars* citizens are such a melting pot of bizarre shapes and sizes. "Crowd scenes in cosmopolitan areas are always a buffet of strange life."



One of Lacombe's favorite characters from *The Ahkista Gambit* is one he redesigned to have a pronounced canine appearance. This character supplies much of the levity for Tarson's mission of doom. "It's like having a newspaper gag strip character walking among the action heroes," says Lacombe. "He comes with his contrasting set of responses to every situation, and he's just hilarious to look at."

Lacombe's approach to illustration relies heavily on life models. "I know some beautiful people and you'll get to see some of them in this arc," he says. "Using models makes it simple to smoothly insert new characters into the stories who look as real as the movie actors they have to move among. I like the beauty of people. I like capturing a moment of emotion, a graceful movement."

Williams promises shocking reversals as well as tie-ins to previous eras of *Star Wars* history. "We'll be dealing with a conflict, and hatred, that goes back to Order 66 and the massacre in the Jedi Temple," he says. "There will also be the return of a familiar face – a character the *Star Wars* readers probably never thought they'd see again."

And he can't help but gush about the opportunity to employ one of his favorite characters – the classic-era Darth Vader. In *A New Hope* and *The Empire Strikes Back*, Vader dispatched only a handful of slow-witted Imperial officers; Williams promises to show Vader in a full-court press of Sith fury. "How about watching Vader cut his way through a small army all on his own?" he teases. ☺



STAR WARS: PANEL TO PANEL VOLUME 2

Dark Horse Comics has chronicled the *Star Wars* universe in four-color panels for over 15 years, in tales that span more than five millennia from the Golden Age of the Sith to the far future of Luke Skywalker's heirs. A new art book, *Star Wars: Panel to Panel Volume 2*, offers fresh evidence of the skill embodied by the artists who bring these comics to life.

The first *Panel to Panel*, published in 2004, selected some of the best images created for Dark Horse's *Star Wars* titles and reproduced them at a size and clarity that encouraged readers to linger. *Panel to Panel Volume 2* continues the tradition with more

examples of the visual art, highlighting new storylines including work inspired by *Revenge of the Sith*.

The new book features text by Dark Horse's Randy Stradley and gives the many memorable characters introduced by Dark Horse a special turn in the spotlight. Some of these, including the blue-skinned Twi'lek Aayla Secura, went on to star in the *Star Wars* movies. Others lived a second life in the *Clone Wars* animated series, such as the Sith hopeful Asajj Ventress and the bounty hunter Durge. *Star Wars: Panel to Panel Volume 2* will appear on May 30 as a 192-page trade paperback and will retail for \$19.95. ☺





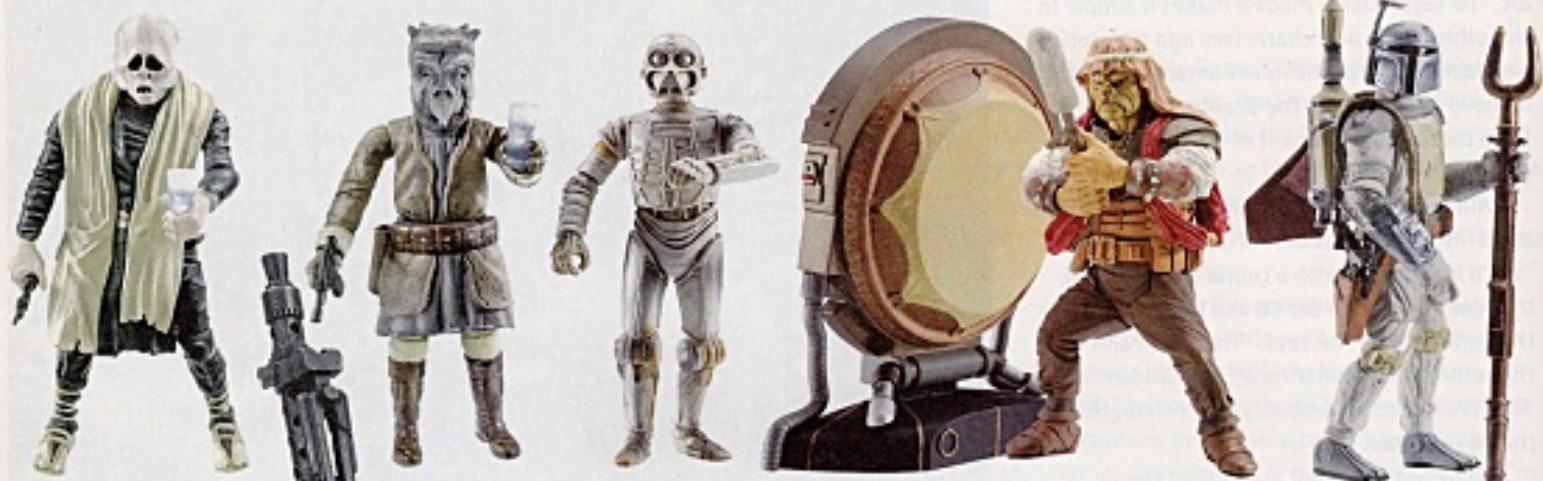
TOYS



WORDS: FRANK PARISI

TOY INVASION!

HASBRO LEADS THE 30TH ANNIVERSARY STAR WARS CELEBRATIONS

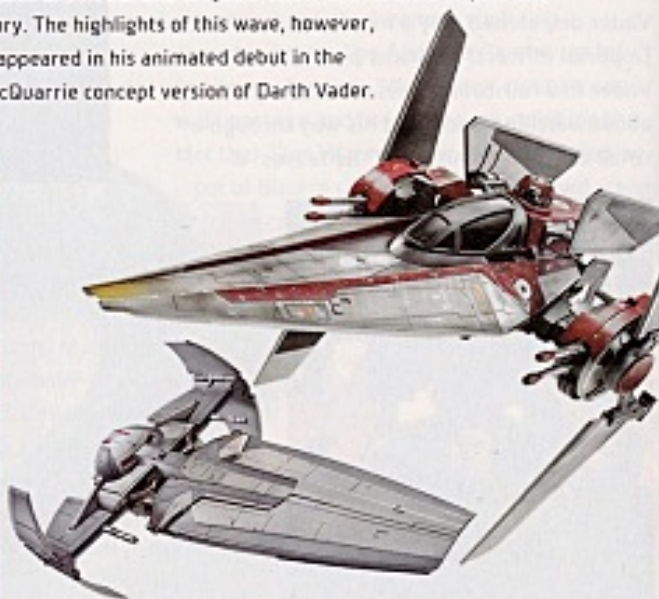


2007 3 3/4" Figures, Wave Four

Slated to hit shelves in June, the fourth wave of Hasbro's 2007 line of 3 3/4" action figures features a diverse array of characters from Cantine habitués Elis Helrot and M'liyyom Dnith, to Jedi Luke Skywalker, CZ-4 droid, and Umpass-stay with gong accessory. The highlights of this wave, however, are sure to be a new version of Boba Fett as he appeared in his animated debut in the *Star Wars Holiday Special*, as well as a Ralph McQuarrie concept version of Darth Vader.

Dengar Mini Bust

Aboard the Super Star Destroyer, *Executor*, Darth Vader offers a motley crew of grizzled intergalactic bounty hunters a handsome reward for successfully tracking down the *Millennium Falcon* following the Battle of Hoth. Donning patchwork armor consisting of repainted pieces from snowtrooper, sandtrooper, and stormtrooper armor, the seemingly human Dengar is one of the most notorious of the credit-hungry outlaws and his intimidating countenance is perfectly captured with this 8.75-inch mini bust, which will be available in July for around \$50 from Gentle Giant.



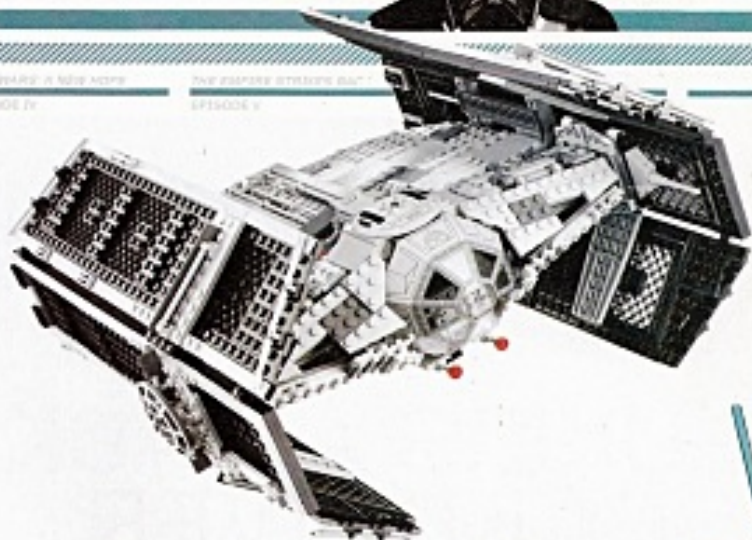
V-Wing Starfighter and Sith Infiltrator

Hasbro will also release two new vehicles for their 3 3/4" line this summer. Flown by clone pilots towards the end of the Clone Wars, the nimble V-wing starfighter is particularly adept at dog-fighting and close-range battle, while Darth Maul's Sith Infiltrator inspires dread wherever it appears.



LEGO Darth Vader's TIE Advanced Fighter

To hear the distinct mechanical scream of Darth Vader's TIE Advanced X1 Starfighter is to hear the sound of your impending doom. Customized and piloted by the cybernetic hands of Vader himself, the prototype TIE Advanced boasts large, angular wings, an extended engine block, and a reinforced hull, making it much more formidable than the standard TIE fighter. The Collector Series Darth Vader's TIE Advanced set from LEGO showcases a dizzying amount of detail ripped right from *A New Hope*, comes equipped with twin laser cannons, and will include a display stand and collectors card with vehicle specifications.

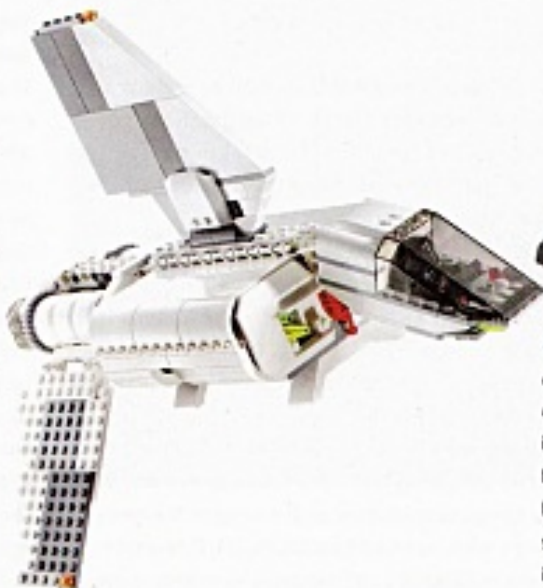


Vintage Collection

The newest line of Hasbro's stellar Vintage Collection, also slated for a June release, will feature all-new versions of Leia in Endor gear, an Imperial snow trooper, Luke Skywalker in Bespin fatigues, IG-88, Han Solo in Hoth gear, and Bossk. To add to the 30th Anniversary hoopla Hasbro is also reintroducing the *Star Wars* Ultimate Galactic Hunt promotion, in which collectors can mail in their proof of purchases from the six figures for an exclusive Vintage Coin Collection and display case.

LEGO Imperial Landing Craft

Run for the hills, Rebel scum, The Empire has arrived! Armed to the teeth with blaster cannons, firing rockets, and bombs, the Imperial landing craft is more than equipped for an aerial scrap with Alliance forces, while its folding wings and troop compartment allow it to deploy Imperial ground troops to pick off any survivors. The Imperial Landing Craft set from LEGO also comes with an Imperial Pilot, two sandtrooper, and two stormtrooper mini-figures, complete with Imperial-issue blasters.



Clone Wars Yoda on Kybuck Maquette

Although only seen a scant number of times during the *Clone Wars* animated series, the sight of Yoda charging into battle flanked by troops and surrounded by blaster fire atop a kybuck was one of the more indelible images from the series. Standing 9.5-inches tall, this gorgeously sculpted maquette of Yoda on his Kashyyyk-born mount is the newest in Gentle Giant's *Clone Wars* line and will retail for \$90 when it goes on sale in July.



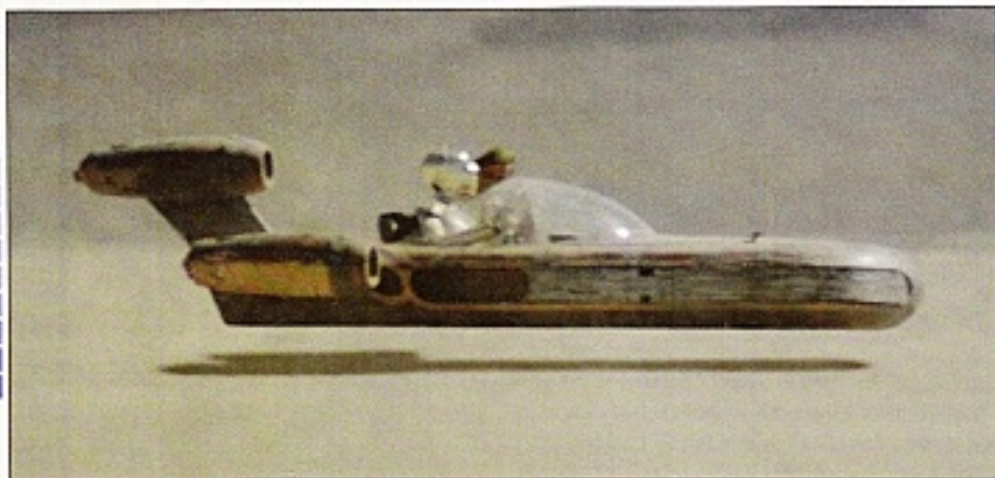
Q & A



WORDS: PABLO HIDALGO

LUKE'S A BACK SEAT DRIVER

PLUS, HOW MANY ESCAPE PODS DOES YODA HAVE AND WHERE'S ANAKIN'S SCAR IN *RETURN OF THE JEDI*...



While C-3PO and Luke are searching for R2-D2, Luke tells C-3PO to hit the accelerator. Why is C-3PO driving? Or is the accelerator for some reason separate from the wheel?

Anonymous, via email

C-3PO has over 30 secondary functions, and piloting landspeeders is one of them. When Luke goes out to search for Artoo, he decides to let Threepio drive, letting Skywalker concentrate on the scanner.

From a practical storytelling point of view, though, the answer is simpler. The story demanded that both Threepio and Luke leave the farm, so that it can be ransacked by the Empire during their absence. Threepio needed to accompany Luke, and the easiest way to do that is by making him do the driving.

Is there going to be a TV series to accompany the 30th anniversary of *Star Wars*?

John Dunlop via starwars.com

While there is a future for *Star Wars* on television – the CGI animated *Clone Wars* series is now in production while the live action series is in the

earliest of planning stages – neither will be on screen in 2007, in time for the 30th anniversary of *Star Wars*. Both will make their debut sometime in the next five years, with the animated series currently scheduled for late 2008.

I read somewhere that ILM replaced Yoda as a puppet in Episode I and inserted the animated Yoda used in Episode III for all his shots. If this is true, will we ever get to see that version? I think that would be awesome!

Hector Rosas, via starwars.com

It is true. What happened is Animation Director Rob Coleman assembled his team for Episode III early on in post-production of that film; however there were no edited Yoda sequences ready to be turned over to ILM to begin working on. Coleman did not want to lose any of his team members to other assignments in the interim, so as a way of keeping the team busy and testing out the new Yoda model created for Episode III, ILM went back to Episode I and practiced by replacing the puppet with the digital incarnation for all those shots. You can see some of that footage on one of

IF YOU WANT TO ASK QUESTIONS, HASSLE OVER REPLIES, OR ANSWER SOME OF THE INQUIRIES YOURSELF, HERE'S HOW TO CONTACT INSIDER:

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[UK] *Star Wars Insider*, Titan House, 144 Southwark Street, London, SE1 0UP, UK

[EMAIL] starwarsinsider@titanemail.com

Please do not send unsolicited ideas, artwork or art for licensing. Artwork submitted must be strictly limited to characters, vehicles and scenarios already appearing in the *Star Wars* universe. All other artwork cannot be published.



the documentaries found on disc two of the Episode III DVD. As to when it will ever appear in the context of Episode I, that's unknown. Episode I isn't slated to be re-released any time in the immediate future.

When Luke Skywalker takes off Darth Vader's mask in *Return of the Jedi*, why isn't there the scar Anakin got in his battle against Asajj Ventress on his face?

Anonymous, via email

The scar that Anakin got from Asajj did not cut so deeply as the burns that seared his flesh. We're left to assume those layers of skin burned off completely, since we don't see it on Anakin when he's getting the helmet lowered on to his face in Episode III. As for the differences in make-up in Episode VI, Creature Shop Supervisor Dave Elsey who created the Episode III make-up explained that, "Basically we figured he's had loads of surgery and skin grafts and everything that you can possibly do to make him look as good as he does... which is not that good at the end of *Return of the Jedi*. That way we were able to go a lot rawer in Episode III."

So any differences between the Episode III make-up and the Episode VI make-up can be attributed to spotty attempts at reconstructive surgery in the intervening years.

In Episode III, Yoda takes an escape pod from Kashyyyk to Dagobah. But in the next scene with Yoda, he is on Coruscant... And in the deleted scenes it shows Yoda landing in Dagobah in his escape pod! This doesn't make any sense. Could there have been a mistake? Please help, "You're my only hope!"

Ben Castagnola via email

Let's see if I can clean up some of that chronology for you. Yoda boards an egg-shaped escape pod to leave Kashyyyk. Once in space, he begins transmitting a coded distress signal that is picked up by Senator Organa. So, the next time we see Yoda, he's already aboard Organa's consular starship. Organa next picks up Kenobi's distress signal, and takes Yoda and Obi-Wan to Coruscant, where Kenobi dismantles the Jedi beacon signal and Yoda faces Palpatine. After Yoda is defeated by the Emperor, he meets up again with Organa. After deciding to go into exile, Yoda takes a second, different escape pod and lands on Dagobah. So what may be confusing you is the fact that Yoda uses two different escape pods: the first to leave Kashyyyk, and the second to arrive at Dagobah.

How come only Count Dooku (aka Darth Tyrannus) has Force lightning and not Darth Maul? Was it because Darth Maul isn't human? What species is he? Could Darth Vader also have Force lightning if he could block blaster bolts? Did he possess Force lightning too?

Steven Kunishima, via email

There's no reason to believe Maul couldn't use Force lightning. He has the rage and the focus, but it's just not his strength or preferred tactic. A flourishing swordsman, Maul prefers to overwhelm his targets with rapid, agile attacks. Dooku, on the other hand, is more a traditional swordsman, who prefers to keep his enemies at bay and uses measured, economic moves. Force lightning fits well with Dooku's repertoire, since it keeps enemies at a distance. Incidentally, Maul's alien heritage didn't limit his powers in any noticeable way. He is a Zabrak, by the way...

As for Vader and Force lightning, it's been reported in this column before that he cannot master this ability due to his mechanical limbs. As George Lucas once described it, the peculiar nature of Force lightning requires a living hand to direct it, and Vader lacked the control required to harness it. Videogames may have depicted Vader hurling lightning, but that was an exaggeration to provide better gameplay.

Blocking blaster bolts is an ability that any powerful Force-user could accomplish, though it is



When Han, Leia, and Chewie get captured in the bunker in *Return of the Jedi*, they get walked outside to find a legion of stormtroopers and other captured Rebels.

With the Rebel soldiers there looks like there is a Rebel scout trooper in armor. Is this right or is it something that was supposed to go unnoticed?

Also, I have a question about the *Special Edition* scene in *A New Hope* when Luke and Ben are entering Mos Eisley Spaceport. At 0:42:59 into the movie there looks like there is a really beat up Podracer to the left of the landspeeder. I'm only 13 and I'm a Star Wars freak, and I just wanted to know if I was right about this. Nathan Williams, via the Internet

Well spotted with the scout trooper, Nathan, but you only found half the picture. Remember what happens to the scout troopers stationed outside of the bunker: all but one of them leave to chase down an Ewok. The one left behind gets tricked by Han into getting captured by the Rebel commandos. The rest of the Imperial scouting party is still out in the forest, and may come back at any moment, so one of the commandos dresses in the armor and assumes guard duty outside the bunker. When Han, Leia and Chewie march into the bunker, look carefully behind them, through the open door, and you can see the commando putting on the helmet.

As for the possible Podracer engines seen during the approach into Mos Eisley, I think I know what you're describing, and believe it or not,

there's a lengthy story behind this background piece of machinery barely glimpsed in the movies. In the particular shot you describe, it's on the left side of the street, and resembles two large jet engines atop some skeletal-looking wreckage, as if it were the remains of a crashed starship that had been gutted long ago.

Back in 1980, the Star Wars universe was being expanded by sourcebooks and gaming material published by West End Games. A particular piece of junk seen in the spaceport city was described as the remains of the *Dowager Queen*, the original colony ship that settled Mos Eisley. In both the theatrical and *Special Editions* of the movie, this collection of scrap can be seen several times. Using the 2004 DVDs, you can spot it when the ronto rears back from the careless swoop rider (0:43:11), or when the speeder passes by another ronto on a leash (0:44:05) and when Obi-Wan and Luke discuss selling Luke's speeder as they leave the cantina (0:49:52).

In 1997, Mos Eisley was expanded considerably through a number of new shots. One of these new shots had a much bigger, much more noticeable crashed starship as part of the Mos Eisley backgrounds. This ship then became the *Dowager Queen*, leaving the other wreckage previously identified as the *Queen* to be described as one of several community junkpiles. So does that mean those engines are Podracer engines? Not quite. Keeping the connection to the *Dowager Queen* alive, those engines are actually part of the *Queen* that broke off during the crash and scattered to different spots a long time ago. ☺

extremely difficult and risky. It is an extension of the Force ability to absorb and dissipate energy. Some Jedi use this, for example, to help their bodies survive dangerous radiation storms. It's easiest to accomplish when the radiation is present in steady,

measured doses, but blaster bolts are much more unpredictable. Vader did it, and in this case, he was helped by his unfeeling hands, which were encased in armored gauntlets that helped contain the explosive power of the incoming blaster bolts. ☺



SCOUTING THE GALAXY



WORDS: STEVE SANSWEET

FINDING A STAR WARS STORY ON TAPE FOR ALYSSA'S DAD

PLUS: CAN AN ITEM BE RARE, BUT NOT VALUABLE? DO REPROS HELP OR HURT THE HOBBY? HELPING CHRIS BECOME A GEEK!

I've been to many toy industry trade shows in the past, both American International Toy Fair in New York City and the Western States regional show in Pomona, California. But I had never been to an international show until a coincidence in timing brought my colleague Mary Franklin and me to the British Toy Fair at the end of January. We flew to the UK to check out the venue for the upcoming Celebration Europe (July 13 to 15), the grand ExCeL London exhibition and conference center. Our host, Barry Eldridge, suggested that we check it out during a large convention so that we could look into the handling of crowds, among other things. Barry is managing Celebration Europe for our licensee Cards Inc. (which along with Master Replicas is now a part of Corgi) and on behalf of Lucasfilm.

The British Toy Fair is much smaller than that in the US, about 250 exhibitors compared to 1,500 in New York, itself dwarfed by the 2,750 exhibitors at the Nürnberg International Toy Fair in Germany. But this is a case where smaller can be better, since it's a much easier show to navigate and see everything, take in the latest trends, and have time to chat with the movers and shakers of the industry. And I'm very happy to report that there was a strong Star Wars presence with both Hasbro and LEGO devoting a nice amount of real estate in their booths to the 2007 lines. Corgi/Cards/Master Replicas had two different floor locations, both filled with Star Wars collectibles from various licensees.

One of the highlights of the show for me was seeing in person the incredible new Nikko



Home Electronics' R2-D2 high performance DVD player and projector. The 21-inch droid, complete with many of Artoo's actual movie sounds, is operated via a remote control imbedded inside a small Millennium Falcon, and can project an image from just about any kind of video up to 80 inches diagonal on a wall or ceiling. It has an iPod dock and all kinds of video and audio connections. At a probable retail price of around \$2,500, this baby is well beyond the category of toy, but it's going to force me to finally set up a home

theater to play my favorite movies!

As for Celebration Europe – and Celebration IV – more on those amazing events and their collectibles panels and exclusive merchandise in the next issue. All I can say is if you're a Star Wars fan, you're going to kick yourself if you miss these special 30th anniversary events where you and fellow fans will celebrate Star Wars' glorious past and get a sneak peek at the amazing Star Wars entertainment that lies ahead. ☺



AUDIO STARS!

I have a set of vintage Read-Along books manufactured and distributed by Buena Vista Records. My *Star Wars* comes with a 33rpm vinyl record, and *The Empire Strikes Back* and *Return of the Jedi* both have cassette tapes. I loved listening to these when I was a kid. Now, my six year old daughter Alyssa (who you met at Dragon*Con), loves to listen to them while we travel in the car. Unfortunately, she's never actually heard *Star Wars* since we don't have a record player and they are very hard to come by. The tapes for the other two are beginning to get very worn and don't sound too good anymore, either. I'm getting afraid to let her listen to them for fear of never getting the tape back from the car stereo. I would like to find some kind of online audio source, perhaps, so that I can record these onto a CD, or perhaps an iPod, so that the record and tapes may be preserved and I'll still be able to enjoy these works with my children.

Bert "Hippie Trooper" Montoya
Spring Hill, FL

Hi Bert! I think I have some good news for you. Buena Vista/Walt Disney Records has re-released all of these on cassette several times, most recently - as far as I know - in 1997. And stores such as Toys 'R' Us kept these in stock for years. So there are plenty of sealed sets out there if you know where to

look: eBay of course! As I'm writing this, I see one auction with the three cassette sets you're seeking plus the read-along for Episode I with a starting bid of just \$7.99. Back in 1984, Buena Vista even released an oversized pack with all three story booklets and all three original movie stories on one cassette, although that version may be more difficult to find. The official site, starwars.com, has a very cool feature called Audiocast, which digitizes old analog recordings of early commercials, interviews, and entertainment, as well as newer pieces. At some point maybe they'll run these great tapes. Until then, I know of no place where you can legally download these.

DEMO TIME!

I was curious about some items I have that I haven't seen covered in *Insider* yet: demo software titles. I have two discs that I received when I worked at a home electronics store. The first disc is sponsored by Chrysler/Plymouth and features demos of *Dark Forces* (PC), *Rebel Assault* (Mac) and *Full Throttle* (PC). The second disc is called "The LucasArts Super Mac Sampler" and features demos of *Full Throttle*, *Mortimer*, *X-Wing* and *Rebel Assault 2*. Are they hard to come by or worth anything? Thanks for your time; I really enjoy your column!

Mike MacDonald
Belle River, Ontario, Canada



Well thanks, Mike. I'm not sure you'll enjoy my answer, however. As my co-author Pete Vilmur and I discovered when we decided to do a scarcity guide in lieu of a price guide for our *Star Wars Poster Book*, there are posters that can be super rare - but nobody cares about them at all. Thus we had to add desirability to rarity to come up with a rating. It's the same thing for *Star Wars* promotional game disks. Are older ones hard to find? Absolutely! Does anyone - except me, of course - collect these? Well, not really, except if they happen to stumble upon them. There have to be scores of these over the last 20 years of LucasArts producing *Star Wars* games, many attached to magazines, used by promotional partners, giveaways from AOL, etc. So while they're hard to come by, they're worth very little, if anything.



NO MEDAL, BUT A STATUE!

I am able to buy this Chewbacca statue from somebody, but I have no idea what this statue is. The seller also can't tell me. Have you got any idea who made this statue? Is it some kind of award? How many were made? Any other information would be appreciated!

Sargon Franse
The Hague, Holland

As the base suggests, the Chewbacca statue was sculpted at Industrial Light & Magic in 2005. It was commissioned by Lucasfilm's Marketing division as a very limited thank you gift sent to executives around the world – many of them at Twentieth Century Fox – who helped make *Star Wars: Episode III Revenge of the Sith* such a resounding success. There were only several hundred made.

ACCESSORIZE!

I've seen a lot of reproduction telescoping lightsabers, weapons, and capes on various Internet sites for vintage figures. Do these items help in getting a better value for incomplete figures? Also, I was wondering about foreign stickers or labels on the backs of the figures I collected in Okinawa, Japan. My main concern is from the collecting point of view as far as prices dropping, staying the same, or increasing in value due to the stickers.

Dustin Ryals
Carthage, Tennessee

I don't see much of a problem if you want to buy some inexpensive repro weapons or clothing for your own incomplete action figures to make them look nicer when you put them on display. It's a far leap from that, however, to then selling these figures – whether or not you tell people (as I'm sure you would) that X, Y, and Z are reproductions. Of course a complete figure is always going to sell for more than an incomplete one. But to use repro items without telling the potential buyer is outright fraud – a crime, not to mention a huge ethical violation in dealing with fellow collectors. So, my bottom line is never use repro items when selling loose figures; you may have revealed it to your buyer, but how can you be sure he or she won't turn around and try to get a lot more money by claiming the figure is original? And believe me, some scamming sellers do exactly that.



As far as modern action figures from Asia or Europe with stickers on the back containing the correct product information so they can be sold in those markets, I can't understand why someone would contemplate trying to remove them. First, the odds are that the card back would get damaged in the process. But even more important, these are interesting variations that some collectors in other countries would be willing to pay a slight premium for. Vintage carded international figures from outside the United States are finally beginning to catch up with, and in many cases surpass, the price of the US figures. They are intriguing to both vintage collectors who have completed their US collections and to collectors in the countries where they were sold in relatively small quantities.

GEEK 101

I was inspired by my friend, who is a major *Star Wars* geek (his room is nothing but *Star Wars*) to start being a collector. Anyway, my grandpa has some vintage, loose *Star Wars* figures, which is what inspired me. Some are in good condition, however dirty, and we still have to clean them up. I am mostly looking for vintage, limited and special edition exclusives. Things like that. So, what are some products I should look out for, and what are the best places to get them?

Chris McGuffin,
Oak Hill, WV



So you want me to help you become a geek like your friend and your grandpa, eh? I assume you have an unlimited bank account if your main goal is to collect vintage toys, limited and special edition exclusives... and things like that. I can't tell you what to collect, Chris. If someone else tells you what to buy, then they are the ones doing the collecting - even if it's with your money. You have to collect what you find turns you on, either because you have a role model you want to emulate, or you find something cool or attractive or start sweating when you see a piece you've just got to have. Look around. See how long it takes you to find something cool among the 55,000 or so items

listed when you type "Star Wars" into the search box on eBay. Try to attend some nearby comic book or sci-fi conventions and take a gander at the dealer's room. I assure you that you won't be lacking things to buy.

DEATH STAR EXIT

Thanks for providing the readers of *Insider* with such a great resource for collectibles! My question is this: I have a board game from Kenner/General Mills called "Escape from Death Star" from 1977. The object of the game is to make it from the Trash Compactor on the Death Star to the Rebel Base, along the way collecting Death Star blueprints and disabling the tractor beam. It has all of the original game pieces, cards and spinner. Everything is in good shape. I even still have the rule sheet perfectly intact. The only major imperfection is that there is a \$3 price marked on the back of the game with blue Magic Marker (my dad bought it for me from a garage sale). I've had the game since I was a kid in the 1980s. Could you tell me what this game might be worth?

Jay Krebs
Fredericksburg, Ohio

And thank for your kind words, Jay. The game was one of the first *Star Wars* products from Kenner, since the lead time for printed games was far less than for molded plastic. As

a collector, I really like this particular game because it was issued in so many different languages; it's fun to try to get as many as possible. Just when I think I have them all, someone tells me about yet another. That said, the game was produced in huge quantities and, especially with the indelible blue price marked on the back, it probably wouldn't sell for much more than your dad paid for it all of those years ago. However, its worth in terms of your fond memories is incalculable. ☺

Please send your questions and comments about collectibles to:

scouting@insider.starwars.com

or email

starwarsinsider@titanemail.com

making sure to put YOUR CITY AND COUNTRY in the email along with your full name. OR, you may send a written letter to:

[US] Scouting the Galaxy, P.O. Box 2898, Petaluma, CA 94953-2898, USA.

[US] *Star Wars Insider*, Titan Magazines, 8205 Santa Monica Blvd., #1-206, West Hollywood, CA 90046-5977, USA

[UK] *Star Wars Insider*, 144 Southwark Street, London, SE1 0UP, UK

Letters won't be answered without both your name and city. Individual replies aren't possible because of time constraints, but we'll answer the questions of broadest interest in the column. Letters are edited for grammar, sense, and length.





INTERNATIONAL



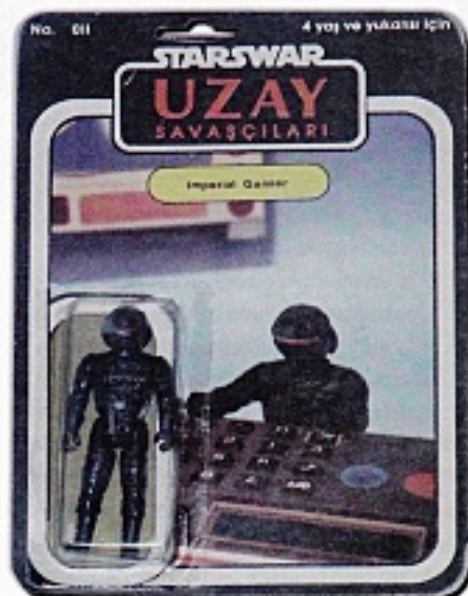
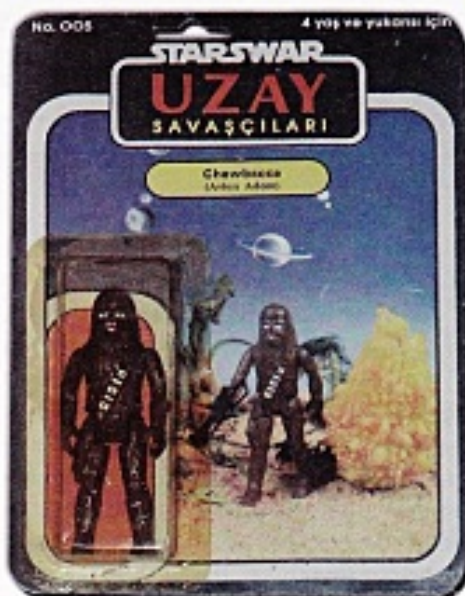
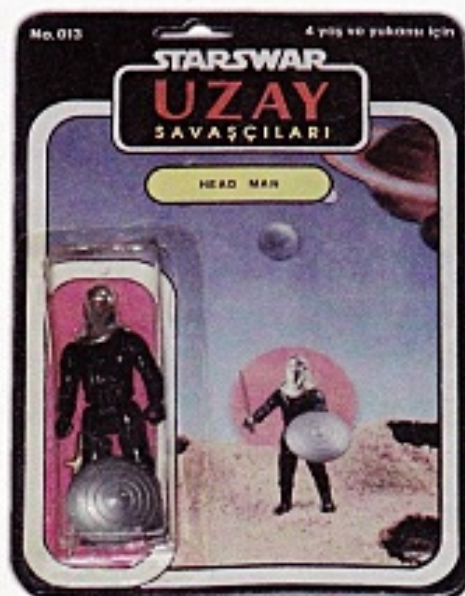
WORDS: GUS LOPEZ



THE OTTOMAN EMPIRE STRIKES BACK

EXPLORING THE WEIRD WORLD OF UNLICENSED COLLECTIBLES: MEET BLUE STARS AND HEAD MAN!

UZAY action figure photography courtesy of Joseph Yigitler



Turkish Star Wars comic images courtesy of Duncan Jenkins



One of the clearest signs of the worldwide impact of *Star Wars* was the availability of memorabilia in all corners of the planet, including places like Turkey, which at the time of the first three films was not known for extensive promotions of licensed collectibles. During the 1980s, that void was filled by opportunists who cashed in on the success of the films with tacky knock-offs.

The 'UZAY' line of action figures from *Return of the Jedi* are the most highly coveted unlicensed toys ever produced. Made by SB Products in Turkey, these action figures were a blatant rip-off of Kenner's *Return of the Jedi* and *Power of the Force* lines. There are 14 figures in the entire set and several vehicles, plus variations of Chewbacca (Maymun Adam), Emperor's Royal Guard,

and C-3PO (See-Threeep/C.Po). Their popularity with collectors is due to their unparalleled cheesiness factor. For instance, the Imperial Gunner card photo shows the character typing on a pocket calculator pad, and fortunately for the Rebels, the Empire never pressed the Death Star's dreaded square root button. On one of the Chewbacca blister cards, the Wookiee is searching a planet of large size gourds with a Flash Gordon 1930s style painting backdrop of planets in the sky. All of these figures are crudely molded from Kenner action figures.

The real prizes of the UZAY line were 'Blue Stars' and 'Head Man', two 'characters' exclusive to the UZAY series. Head Man is literally a robeless Emperor's Royal Guard with black body and bright metallic head piece, who wields a Roman gladiator's shield

Fourth Star Wars poster images courtesy of Paul Wilson



Kellogg's Cereal box images courtesy of Gus Lopez



Star Wars board game photographs courtesy of Gus Lopez



and sword. Blue Stars is a Hoth Stormtrooper painted blue with a large white blaster. While fans of the saga may regret that these characters never made the final cut of *Return of the Jedi*, the collector demand for carded samples of these two figures is intense, with some selling for thousands of dollars in recent sales.

The unlicensed goods from Turkey didn't end with the action figure line. A board game titled "Yıldız Savaşları" ("Star Wars" in Turkish) was released at the time of *Return of the Jedi*. The cover of the game features tacky, almost fluorescent-on-velvet, renditions of Luke, Vader, Admiral Ackbar, Emperor's Royal Guard, Chewbacca, and Nien Nunb, but after opening the box all resemblance to the *Star Wars* universe vanishes. Besides a barely visible "Yıldız Savaşları" across the top,

the gameboard depicts flying saucers and astronauts doing spacewalks. The game rules are difficult to decipher, especially since equipment includes two large decks of cards, with either the number 1 or 2 printed on all the cards. We are sure the game guaranteed hours of entertainment for the whole family.

Among the top vintage licensed goods from Turkey are the theatrical posters. The theater poster for *A New Hope* features the famous Hildebrandt artwork that was used extensively elsewhere in the world on commercial retail posters, but rarely for theatrical posters at the time. For Turkey, the Hildebrandt painting was augmented with an X-Wing image from the MPC model kit. *The Empire Strikes Back* Style B and *Return of the Jedi* Style B posters used images similar

to the US versions of those posters. By the time of the *Star Wars* Special Editions and prequel trilogy, the posters available in Turkey used the same photography or art as the rest of the worldwide movie promotion for those films.

Revenge of the Sith brought the first ever *Star Wars* cereal promotion in Turkey with lightsaber maze toys available in specially-marked boxes of Kellogg's Choco Krispies, Chocos, Frosties, and Smacks. Based on multiple accounts from collectors on the ground, these cereals came and went in an instant. There was also a food promotion for *The Phantom Menace* with an in-store promotion at Pizza Hut and several character Pepsi cans exclusive to Turkey. Collectors can only dream that one day Head Man will be featured on his own cola can. ☺



SET PIECE



WORDS: CHRIS TREVAS

IMPERIAL TIE FIGHTER

DEATH STAR DEFENDER

When attacking Rebel forces managed to evade the Death Star's surface defenses, Imperial TIE fighters were scrambled to thwart the assault. These agile craft are difficult to shake in a dogfight. Their streamlined design is built for speed and maneuverability at the expense of shields and hyperdrive. They were deployed in swarms on screen and several miniature models were made, but the only full-size TIE fighter ever built was a partial set for filming *Star Wars: A New Hope*.

On Stage 3 at Elstree studios a spherical cockpit interior was constructed so that it could be split into two pieces. The main front window frame was kept separate to facilitate shooting the pilot's perspective and over-the-shoulder views. The rear half was used for scenes facing the pilots. The octagonal front window was rotated a few degrees compared to the ship miniatures to allow a clear line of sight for the pilot without a strut dead center at the noon position. Until the completion of studio filming it had been planned that Darth Vader would fly a standard TIE fighter, no different than the rest of the Imperials. However a late decision was made that he should have his own unique ship. This way, the audience would easily be able to keep track of which ship was Vader's while he was flying in formation with other TIEs. The change was made so late, though, that a distinct cockpit set was never made so there is one continuity error between the cockpit interior and the model ship. The cockpit set has a hexagonal rear window

while the back of Vader's TIE is windowless because of the longer fuselage.

Miniature TIE fighters were built at 1/16 scale with many details taken from plastic model kits such as tanks and planes. A master model was cast to create multiple copies and wing panel parts were cut from acrylic sheets. Special versions were cast in foam to be used for pyrotechnic explosions. They were pre-scored with a knife from the inside so that effects technicians could plan how the models would break apart. The insides were lined with flash powder and various flammable chemical combinations were tried. However, most of the model explosion footage had to be discarded because the ships broke up too quickly and were unrealistic in scale. In the end, filming much larger explosions and matting them in over footage of the models was the preferred technique to achieve a more convincing effect. Darth Vader's personal ship is the only TIE to escape destruction during the Death Star battle. A special battle-damaged wing was built for the collision with his wingman that sends him hurtling into space.

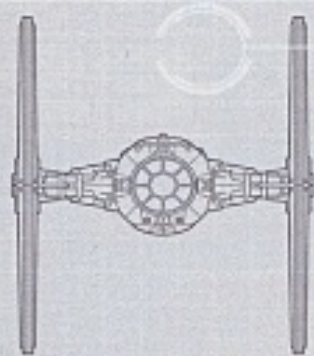
Although several new TIE fighter miniatures were built for the last two films of the original trilogy, including the TIE bomber featuring the bent wing design of Vader's TIE, *A New Hope* was the only time TIE fighter cockpit interiors were ever filmed. *Return of the Jedi* used archival footage combined with new background effects to show the pilots of the sleek TIE Interceptors.



PYROTECHNICS

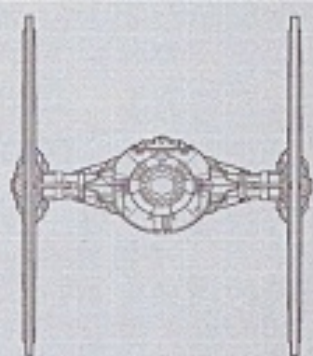
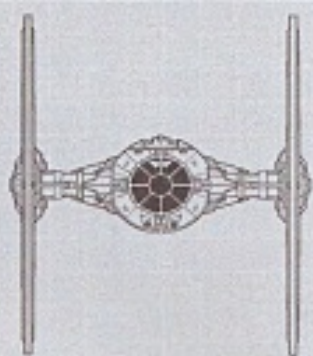
Throughout the original trilogy several Rebel pilots are shown in the cockpit as their ships are destroyed. Interior scenes like these were also filmed with TIE pilots complete with pyrotechnic effects, but they ended up on the cutting room floor.





ART

A simple concept model by Colin Cantwell established the basic design and proportions of the TIE fighter's ball cockpit and hexagonal wings. The art department further defined the structural detail of the TIE through several sketches before building the finished models.



PILOT'S HELMET

The TIE fighter pilot helmet was born by merging the faceplate of a stormtrooper helmet with a Rebel pilot helmet. Unique ear details and a wide Mohawk crest were also added.

SOUND DESIGN

Sound designer Ben Burtt created the distinct scream of the ship's twin ion engines by combining the sound of cars on a rain-slicked highway with the trumpeting cry of an elephant.

INTERIOR

The TIE fighter interior is more streamlined than the inside of a Rebel fighter. Simple triangular panels line the walls with bold glowing red graphics.

VIEW

The view out the front window of the full-size TIE fighter cockpit is less obstructed than the miniature ship. In the window of the scale model is a large center console blocking the lower half and overhead panels at the top.

IMPERIAL LOGO

Round Imperial logo stickers were applied to the helmet's forehead in sections to conform to the curved surface. This particular helmet has a section missing from one sticker.

VADER'S TIE FIGHTER

Luckily, Darth Vader's advanced TIE fighter was capable of traversing the depths of space unlike the standard short-range model. When he regains control, after tumbling away from the Death Star, he could escape using the ship's hyperdrive.



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BANTHA TRACKS

VOL. 24



BY THE FANS.
FOR THE FANS.

There is no shortage of creativity in the *Star Wars* universe. The imagination and talent of fans give us endless things to write about in these pages, and they also give our readers inspiration and guidance for projects of their own.

Two fans – a fashion designer in Florida and a puppeteer in Canada – took inspiration from *Star Wars*

and created original designs that might inspire you to your own *Star Wars* creative masterpiece.

So get going! And if you do sew a *Star Wars* dress, make a *Star Wars* puppet, or create anything else *Star Wars*, send your pictures and stories to *Bantha Tracks*! See the *Bantha Tracks* submission guidelines at the foot of the page.

STAR WARS: BETWEEN THE SHEETS:

Ashley Smalley created striking, original fashion designs inspired by and made from vintage *Star Wars* bed sheets for a senior design project at Florida State University. The resulting skirts, dresses, tops, and pants are not your stereotypical geek-wear.

"This was originally a school project that has evolved into a small fan club with a cult-like following," exclaims Smalley. "Imagine that. *Star Wars* creating a cult following! People have been incredibly receptive to the clothing when I wear it out around town. It makes everybody laugh and smile."

Right: Sheets for a night out, not in. Strapless dress with petticoat by Ashley Smalley, modeled by Devon.



Above: Devon models Smalley's halter top design.

Photos by Larissa Underwood

Bantha Tracks Submission Guidelines:

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of *Bantha Tracks*. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions will not be returned. Each submission must include the creator's name, age, contact information, date

the work was created, and a statement that the work is original, created by the person submitting it, and that the person is a member of the Official *Star Wars* Fan Club. Send electronic files to banthatracks@starwars.com, or send your snail mail to *Bantha Tracks*, c/o Mary Franklin, P.O. Box 29401, San Francisco, CA 94112.

Smalley's designs might be complicated for a novice, but should be within reach for those with sewing and tailoring experience.

"To someone with no experience these garments would be hard to translate step-by-step," says Smalley. "If a person understands repeat pattern (centering the print from the sheet for pattern cutting), how to cut from a store brand pattern, and how to sew, they could make their own designs from bed sheets, no problem."

Let Smalley's beautiful designs act as a jumping off point for *Star Wars* seamstresses. ☺



Above: Lovely *Star Wars* bed sheet designs by Ashley Smalley.



Above: Smalley's
unnecked
midriff top.
Model: Katie Holiday.

Below: *Star Wars* bed sheet skirt. Model: Devon.



SHEETS ROCK

Jenny Conlee from the Decemberists wore her self-designed and sewn dress made cut of *Star Wars* sheets when she and her Chewbacca visited Skywalker Ranch. *Star Wars* com's Bonnie Burton interviewed Conlee for the site's "Star Wars Rocks" section. <http://www.starwars.com/episode-iii/releaser/publicity/news20050708.html>

SITH LORDS AND FURBALLS - MAKE THEM YOURSELF!



SPECIAL FOR *BANTHA TRACKS* BY BONNIE BURTON



Canadian puppeteer and elementary school teacher Kanja Chen molds foam into impressive puppets, including a whimsical Darth Maul and Chewbacca. Luckily for fans, Chen has shared instructions on how to make these adorable toys on his site, *Chensational.com*, and his blog — *Chensational.blogspot.com*.

"I have always loved puppets and I have always loved *Star Wars*. Even though I knew that Yoda was a puppet, in many ways to me he was real," Chen says. "The performance that Frank Oz gave was not about moving a puppet with exceptional skill, but rather about bringing life to a character."

"The performance that Frank Oz gave was not about moving a puppet with exceptional skill, but rather about bringing life to a character."

Chen's first *Star Wars* puppet was a tribute to Darth Maul. "I had been watching the prequels over and over while I was building other puppets. I usually have movies on while I build," explains Chen. "And I suddenly said to myself, 'Hey why don't I try to build a *Star Wars* puppet?' I decided to use Darth Maul mostly because I think he is a really amazing character, but also design-wise he is fun to make — particularly the face painting."

Tackling the puppet project made for a few interesting challenges for the already seasoned puppeteer. "I thought about how I was

going to tackle a few design issues before I ever touched any of the materials," Chen says. "I ultimately decided to dye the foam red and paint the black face designs on after. I carved and painted white foam for the horns and used some trial and error to make the costume. The face painting proved to be the most challenging part, because any mistake would be almost impossible to hide. I ended up tracing the patterns by hand with a pencil. With a steady hand and a bit of luck it worked out well. Details are the hardest thing sometimes."

Fans online embraced Chen's Darth Maul, and the puppeteer was inspired to make his next *Star Wars* puppet, Chewbacca. When creating the Chewie puppet, Chen faced new obstacles.

"For this puppet the most difficult things were his eyes and nose," recalls Chen. "I find that with many puppets the eyes are the window to the soul, and it was really true with this Chewie puppet. I played around with eye placement for a good amount of time; the smallest shift seemed to make a huge difference. The same was true with the nose. If it was placed a little too high or too low, it changed his entire look."

Now that he's paid proper puppet homage to a Sith and a Wookiee, what character will be next? The Jedi Master, of course! "My next puppet will be Yoda," Chen smiles. "I am quite nervous about it because I have seen many Yoda puppets and very few look right. Yoda is a very difficult character to capture, but I think it is definitely worth a try." ☐

For complete instructions on how to make the puppets go to:

Darth Maul: <http://chensational.blogspot.com/2005/11/project-puppetcom-experiment.html>

Chewbacca: <http://chensational.blogspot.com/2006/07/my-project-puppetcom-chewbacca.html>



EDITORIAL

THE DARK SIDE REALLY IS STRONGER

10 • 525 • 550



Jon of Daly City, California, who considers himself a lightsider in practice, shows off his own personal fascination with the dark side with his Darth Maul and Darth Vader tattoos.

Previously in *Bantha Tracks* I asked the question, "Is the dark side really stronger?" I pondered why *Star Wars* fans, who in my experience are extremely thoughtful, community-minded people, generally prefer dark lords to Jedi and clone troopers to Ewoks.

The question proved to be too much for my skinny little mind, so I asked you to send in why you thought the dark side was stronger, if in fact it was. *Bantha Tracks* readers, you responded with some well-thought answers – thank you! It seems you have been pondering this for some time.

Star Wars fans agree – it kicks butt to be evil – at least in our minds if not in practice.

So why is the dark side stronger? First of all, there's the plain and simple truth that the dark side looks so much cooler.

"When it comes to pure aesthetics, a blonde farm boy or a bearded Jedi have nothing on a black-armoured baddie."

– Will Jakeman, Beachville, Ontario, Canada.

"David Prowse is about 6'7". Hayden Christensen is 6'1" from what I can tell online. So clearly, a benefit to being a darksider is an increase in height (unless of course, your Force lightning is turned back upon you, in which case you shrink)." – Trina (whom the editor happens to know is quite a lightsider based on her height), Milwaukee, Wisconsin.

"Visually the Sith are more distinctive than their Jedi counterparts – they look more out of the ordinary. If you compare Qui-Gon Jinn to Darth Maul, Maul wins because he looks like someone you don't want to mess with. Darth Vader is the same way – physically imposing, a menacing helmet, and the terrifying breathing."

– Ryan Dooks, Calgary, Alberta, Canada.

Bantha Tracks readers understand, however, that their attraction to the dark side represents a contradiction to the way they choose to live their own lives. Even though most are good at heart, they recognize that they are often tempted by what is dark.

"Like you said in your column, *Star Wars* fans are in general an extremely good-hearted and generous group of people. We simply cannot turn to the dark side because it is not in our nature. So we like to live vicariously. (And it has to remain as only fascination or we would get scolded by Yoda.) The light side to us is very 'normal' because it is what we do. The dark side is tempting because it is what we 'want to do'."

– Jon, Daly City, California

Some fans see the denizens of the dark side as the underdogs that we naturally want to cheer for.

"We are fascinated because in most *Star Wars* movies, books, and comics we look up to the light side and look down at the dark side. It interests us to see the bad guys winning because sometimes the dragon defeats the knight in the short run, but in the long run, the knight wins. Since we all like to cheer for the losers sometimes, we enjoy the Sith."

– Tommy Wattie, Age 11, Toronto, Ontario, Canada

"Most people wish they could let loose sometimes but know it's not right. Darth Vader strikes fear into the hearts of everyone in the galaxy and demands their respect whenever he enters a room. If you could demand that kind of respect it might get intoxicating after a while."

– Ryan Dooks, Calgary, Alberta, Canada.

But in the end, even though the Dark Side is "quicker, easier," and definitely "more seductive," the power of good wins within us.

"Why do I enjoy Darth Maul more than Obi-Wan? These bad guys of the Sith are icons of what we desire, yet ultimately overcome. In the *Star Wars* universe the bad guys sometimes win, but in the end, good triumphs. And in the case of Darth Vader, redemption is achieved. This lends us hope that good will triumph, no matter how strong the attraction of the dark side."

– Shane Lasater, Salt Lake City, Utah.

"Deep down it appeals to us. The freedom to do whatever we want, to whomever we want without worrying about consequences or a moral code is a very tempting thought. However, in the end, even though Darth Vader remains my favorite character (and I still think pretty much every 'Darth' is super cool), I know that I could never be one of them."

– Will Jakeman, Beachville, Ontario, Canada.

Get in the Track!

Mary Franklin

Mary Franklin
Editor, *Bantha Tracks*



BASIC OUTFIT
WORN ^{throughout} MOVIE

- 15 hats

- based of
evidence
for style
character
how many

feather

10-12 pants
25 shirts
10 leather
jackets

5 pr. boots



INDIANA JONES

WORDS: J.W. RINZLER

INDY VAULT #1

INDY'S.
455 S&W REVOLVER

Required for use with this gun

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6 Dummy Bullets

25 Blanks - $\frac{1}{2}$ charge

25 " $\frac{1}{4}$ "



DESIGNS ON INDY

A SNEAK PEEK AT THE EARLIEST CONCEPTS FOR *RAIDERS OF THE LOST ARK* OPENS *INSIDER*'S FIRST FORAY INSIDE THE INDY VAULT...

Welcome to a new bonus feature in *Star Wars Insider*. In every issue from now leading up to the spring 2008 release of *Indy 4*, we'll be excavating some arcane, archival, and esoteric Indiana Jones material from the Lucasfilm Archives.

We'll try and stay in chronological order, but we can't promise anything - as the archives surrender their treasures much like the ancient minefields that Dr. Jones himself often has to brave. However, our first column features two graphic items, both of which bear witness to the early work on the creation of the now iconic character.

The first is a photocopy of an early pre-production costume sketch on which are some curious handwritten notes. The notations were made before George Lucas and Steven Spielberg had cast their swashbuckling archaeologist, circa early 1980, hence the words written on the sheet: "Wilson's House of Suede, for style until character cast." The costume designer on *Raiders of the Lost Ark* was Deborah Nadoolman, who presumably is the author behind the remarks written on the sketch, and she emphasizes, in red, that this is the "basic outfit worn off and on thru-out movie." Because filming can take quite a toll on costumes, it is customary to have several versions of a single wardrobe, in case of tears, stains, or different

needs. For that reason, the sketch bears several quantitative notations: "15 hats, 10-12 pants, 25 shirts, 10 leather jackets, and 5 pr. [of] boots."

The second item is one of several reference photographs prepared as candidates for Indy's pistol. Apparently several were under consideration, perhaps for different scenes. The property master on *Raiders* was Frank Bruton, who, again presumably, was responsible for the research into possible firearms for Lucas and Spielberg's approval. Paper-clipped to each photo is a scrap of paper listing the accessories needed for each weapon: "Required for use with this gun: 1 flap-over holster (well used); 6 dummy bullets; 25 blanks - 1/2 charge; 25 blanks - 1/4 charge)"



COMLINK



YOUR STAR WARS MEMORIES: UK

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FIGURE FUN

I can't believe it's 30th anniversary time! I'm now 30-something years old, but I still remember seeing the film for the very first time. My Dad had returned from a trip abroad with presents for my brother and me: action figures of Ben Kenobi and Luke Skywalker. Now this was back before *Star Wars* had even opened in the UK, so we didn't really know who these characters were (we used to make them fight each

other!), but the photos on the packaging looked cool, so when we heard that the movie was playing in town, we badgered Dad to take us to see it immediately! From the second that *Blockade Runner* appeared on the screen, I was completely transported to that galaxy far, far away, and I think a little bit of me has been there ever since. Happy Birthday *Star Wars*! Adam Newell, via email

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LOST IN BATTLE

It's hard to remember now, but there used to be a very long gap between getting film releases in the UK once they had opened in the United States. When I started at secondary school in 1977, a smart hip kid called Eric had spent his summer holidays in the States and brought back the *Star Wars* novelization and various comics and books. As you can imagine he was a very popular guy.

My awareness of the film, and interest in it, was immense and being very visually minded with an interest in all science fiction and fantasy – TV, film or comic-book – I knew that this would be something I would really appreciate, regardless of whether it was good or bad. An unexpected early viewing of the UK *Star Wars* trailer (attached to some now long-forgotten film) completely overwhelmed me. It probably wasn't that slick or quickly cut by today's standards, but the energy and vision in those two minutes blew me away more than any full length film I had ever seen.

All that remained was the film itself, which took until January 1978 for most of us in the UK to see it. In those days, most films were shown as continuous performances – audiences drifted in and out as they pleased. *Star Wars* was the first film I remember where we had to stand outside in a queue, waiting for the previous screening to finish before we got in. We waited for hours, in a very long queue – unprecedented – but we didn't mind. The excitement in the crowd was tremendous, especially when audiences from the prior screening were streaming out excitedly, shouting how much fun we were going to have. This wasn't typical behaviour from a Scottish audience, I can tell you!

Nothing had prepared me for the drama and excitement of the booming *Star Wars* theme and the urge for the opening crawl to go faster so that we could finally see the film. From the opening to the closing shot, I was transfixed. I'm sure I actually laughed at how long the *Star Destroyer* was. I expected to be blown away by the visuals, but the sound effects, the editing, the music, the dramatic tension and the character interplay were all unexpected bonuses.

The climactic attack on the *Death Star* was so fast and furious, I wasn't exactly sure what was going on – but in a good way. I was lost in the midst of the battle, completely swept away and completely involved. I almost felt like I was Luke's wingman. Was this truly the greatest film ever made? To an impressionable 11 year old, absolutely! In the weeks that followed, I was part of that queue several times. All paper surfaces in my house and at school were covered in R2-D2, C-3PO and Vader approximations.

It was the start of a lifelong love affair with the world and characters of that galaxy far far way...

Robert Henderson, Edinburgh

SILENCE IS GOLDEN

When I was three years old I was given a gold robot toy for my birthday – I instantly loved it: shiny and intricate, it was my first and favorite action figure. Until I turned five, my film experiences were limited to Disney cartoons and *Herbie* flicks, so when my mum's best friend offered to take her chatty son off her hands for an afternoon at the cinema, my knackered mother issued a warning: "He'll talk all the way through it." Forewarned, said friend allowed me to take one toy with me as a silencer. I, of course, chose my gold robot. According to everyone else, I yabbered all the way there, nattered all through the queuing, tickets and snacks process, and babbled right up through the 20th Century Fox fanfare. Then I was hit by a thunderbolt: *Star Wars* exploded out of the screen to John Williams' majestic intro. I couldn't read the words, but that crawl and those stars kept my jaw slack and my tongue still. Then the *Star Destroyer*



widened my eyes further, the lasers pricked up the hairs on the back of my neck. And then C-3PO walked onto the screen – I looked from screen to toy, back to screen. I was agog. And I didn't say a word for the entire film. Then we had an intermission and what few utterances I made were along the lines of "Wow" and "Brilliant." Then we were led back to our seats – I had just started talking again when BAM! We were watching it again! I was in heaven. But then my five-year-old dreams came true... the fanfare stopped, the crawl disappeared and we panned down the starfield... to a DIFFERENT *Star Destroyer* firing off probes, one of which hurtled towards a world of ice... IT WAS ANOTHER *STAR WARS* FILM! My mind exploded and I became a geek for life. I learned to shut up during films, but my mum would like to have a chat with George Lucas about wasting my youth...

Rich Matthews, via email

SPACE WARFARE

My first memory is of watching a clip on kids' news show *John Craven's Newsround* during an item about how this *Star Wars* film was sweeping America. It was the same clip that showed ad infinitum of the TIE fighter attack on the *Millennium Falcon*. What really sold me was a clip I saw on new technology show *Tomorrow's World*, with Michael Rod pondering if this really was the future of space warfare. It was a shot of Luke's X-wing being chased across the *Death Star* by a TIE fighter during the final battle. I was laying on the floor at my Nan's house and just remember being agog. I was also a lucky winner of a *Star Wars* art competition in *The Daily Mirror* and had my picture displayed at the Dominion in Tottenham Court Road, back when it was a cinema. I think it's where *Star Wars* first opened in the UK.

I finally queued on my own to see the film in Streatham, South London with a full house of

screaming kids. As a keen lover of combat aircraft, the Y-wings rolling in on the *Death Star* was a moment of pure, unadulterated bliss that even gives me goose-bumps today.

My auntie's cousin was [*Star Wars* production designer] John Barry – she went to his house for a party and got to hold his Oscar. He died shortly after, thereby scuppering my hopes of using him as leverage for a future career as a production designer.

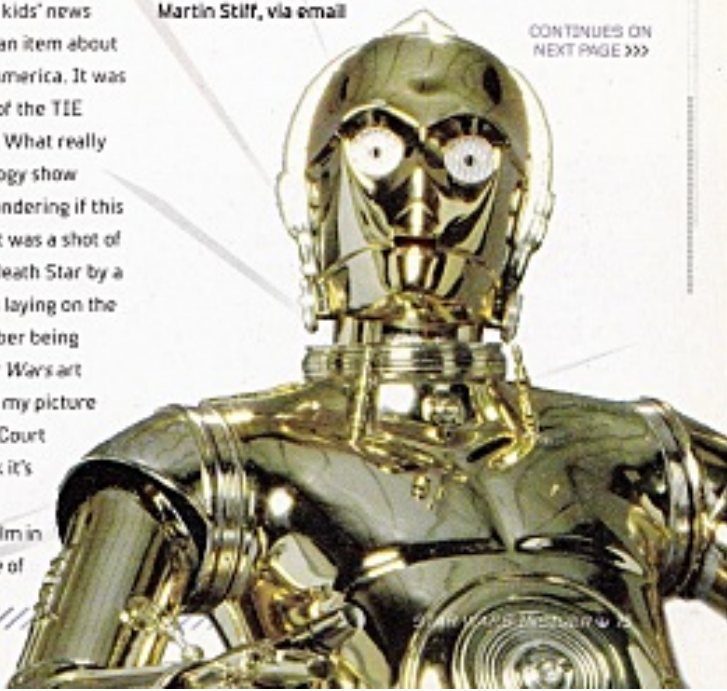
Steve White, via email

TOY STORY

If I was honest, my first *Star Wars* memory is probably of the toys, more than the movies, with mum taking me to a flea-pit toy shop to buy C-3PO sometime in the late 1970s. For some reason the figure was faulty – its arms and legs were seized up, so we took it back. The surly shopkeeper grasped the figure and with Wookiee-like brute strength simply forced its legs and arms to work. From then on I was lumbered with a C-3PO with ridiculously loose limbs.

Martin Stiff, via email

CONTINUES ON
NEXT PAGE >>>





VIDEO STARS

The first time I saw *Star Wars* was its first airing on TV. I was still being sent to bed at 8 pm, or some such deeply unreasonable time, as I was 10, and watched it excitedly whilst standing in front of the TV. I was ordered off to bed at the point the droids are left in the docking bay control room and I dutifully went.

This was in the knowledge that Dad had recently bought a brand new VHS machine that loaded tapes by pushing the top down like one of Mum's over-stuffed suitcases. I bided my time, had barely been able to sleep with excitement and snuck downstairs at about 2 am.

Every sound this gigantic and practically clockwork machine made was bringing my plans closer to being foiled and as it groaned and clunked the tape into position, I pressed play.

In the dark living room I sat about a foot from the glowing screen and drank it in. I even vividly remember the adverts for minty biscuits and *Dungeons & Dragons* games on the Atari console.

TIE fighters flew to the Death Star and flew away again, spaceports were blasted away from and as the *Millennium Falcon* was attacked by the TIE sentry ships my Mum came downstairs and made me go to bed again. One day I'll forgive her. But for a little while, it had been just me and *Star Wars* in the dark together. And it was good.

Julian Willson, Vauxhall, London

OVERTURE TO ADVENTURE

I'm sure I'd heard it plenty of times before, but I'd never really noticed the 20th Century Fox fanfare until *Star Wars*, and to this day part of me still expects to hear the music of John Williams start immediately after it.

More immediately, I honestly think that *Star Wars* was the first time I'd truly experienced the original meaning of a blockbuster film – that is, having to stand in a queue that not only led out of the foyer of the Edinburgh Odeon cinema (still a single screen at that point), but along the road and right round nearby St. Patrick's Square. With so much choice nowadays in where you can see a new film, that'll never happen today. I'm not sure if the relief of getting into the foyer and my mum buying the tickets was sufficient to overcome the half hour's stress beforehand.

If I remember rightly, I most liked Luke Skywalker at the time, but I actively disliked both C-3PO and R2-D2; they were just so annoying with their constant complaints and annoying bleeps. Give me someone like Han Solo – at least he was clearly enjoying flying around the galaxy in a beat-up old spaceship!

Paul F. Cockburn, Glasgow

BETA TESTING...

The first time I saw *Star Wars* was on TV one Christmas. My earliest memories of watching the film for the first time were how much I longed to ride in the landspeeder, and also how utterly terrifying the Sand People were. From that point on I was transfixed, and the rest of the film was a blur. I was aware that I was excited almost beyond belief, but ask me a detailed question about what happened after the flight from

Mos Eisley and I would look at you blankly as I practiced my lightsaber moves with a length of bamboo out in the yard.

Next day I did something I had never done before. I bought the Marvel *Star Wars* comic and joined the fan club. You received a letter 'personally' written by C-3PO, in a futuristic font, along with three pin badges and folder to keep all future letters in, and pen carrying the *Star Wars* logo on one side and the menacing mask of Darth Vader on the other side.

Here's the best part – you got sent a poster with the entire range of action figures that were available, and amazingly there were some figures only available to fan club members. I could steal a march on my school friends by turning up in the playground with something no-one else would have! And so with each subsequent fan club letter I would collect the tokens, carefully paste them onto the back of my collector's card, occasionally topping them up by purchasing *Star Wars* stickers (complete with the worst chewing gum ever). The throwaway backing paper counted towards the action figures too!

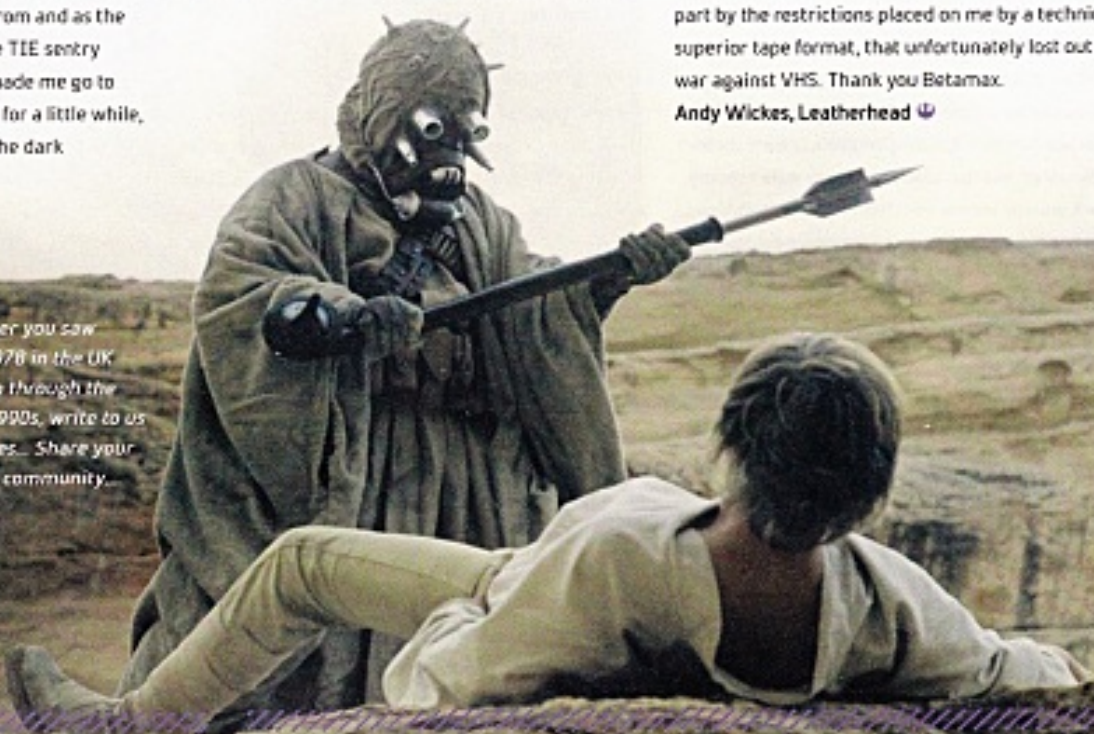
I became obsessive over the fan club letter showing diagrams of *Star Destroyers*, wondering where the crew slept and how long it must have taken them to walk from the mess rooms to the deck (those ships were huge).

When we first took delivery of a VCR (Betamax, I'm afraid) my obsession was sealed. Video rental stores only stocked a handful of titles for the Betamax format (Looney Tunes cartoons, *The Dark Crystal* and *Dragnet*, as I recall) and therefore the only tapes I had to watch were my beloved *Star Wars* films (now a trilogy!)

In many ways my love for the films was sealed in part by the restrictions placed on me by a technically superior tape format, that unfortunately lost out in the war against VHS. Thank you Betamax.

Andy Wickes, Leatherhead

Magic memories, all of them. Whether you saw Star Wars in 1977 in the US, early 1978 in the UK or years later on video or TV, or even through the re-released Special Editions in the 1990s, write to us with your unique Star Wars memories... Share your stories with the wider Star Wars fan community.



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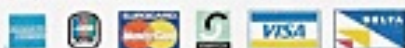
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HOW STAR WARS BECAME PART OF THE LANGUAGE!
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THE ADVENTURE CONTINUES WITH STAR WARS: THE FORCE UNLEASHED!